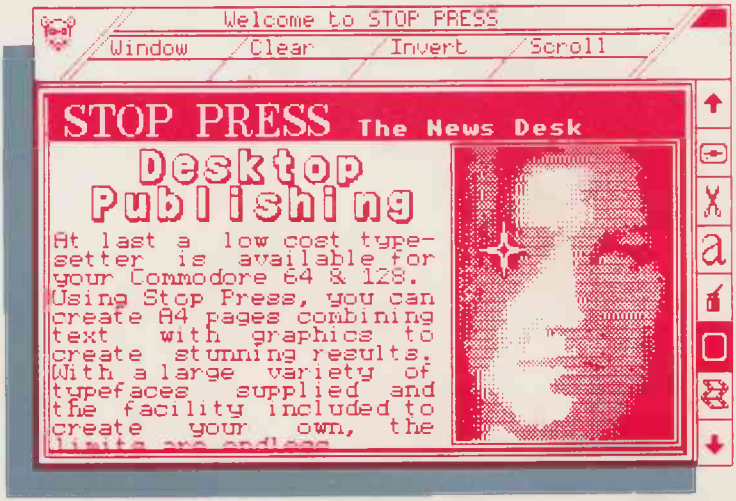
STOP PRESS


Welcome to STOP PRESS
Window
Clear
Invert
Scroll
STOP PRESS The News Desk
Desktop Publishing
At last a low cost typesetter is available for your Commodore 64 & 128. Using Stop Press, you can create A4 pages combining text with graphics to create stunning results. With a large variety of typefaces supplied and the facility included to create your own, the

FOR THE COMMODORE 64+64C+128

USERS GUIDE

Desktop Publishing

STOP PRESS — CONTROL — ICON DESIGNER — CUTOUT CONVERTER USER GUIDES

by

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BASED ON IDEAS
AND DESIGNS BY
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IN ENGLAND.

THANKS TO EVERYBODY WHO HAS CONTRIBUTED
TO THE DEVELOPMENT OF THE PROGRAMS

David & Peter Elliot

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John Simpson & Roger Smith

Mark Pickavance & Joe Lavery

and Andrew Bell

Special thanks to Jean for proof reading this manual

and SYSTEM for the ADE assemblers

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Coding BASIC & Machine Language © Dwarf Data

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1 WELCOME TO STOP PRESS

Welcome to the fabulous world of Desktop Publishing. With the STOP PRESS processor you can create your own newspapers, magazines, posters, leaflets, handouts, letters, in fact whatever type of document you need. Impress your friends, school chums or work colleagues with really professional looking documents.

1.1 WHAT DO I NEED TO USE STOP PRESS?

The minimum system you require is a Commodore 64 or 128, a disc drive and some blank discs. To obtain a hard copy of your work you should own or have access to one of the supported printers.

Your package contains two discs:-

THE SYSTEM DISC

The System disc contains the major programs STOP PRESS, MOUSE CONTROL SYSTEM, ICON DESIGNER and CUTOUT CONVERTER. The Printer driver files are also contained here, so when you are advised to Insert Printer Driver disc you should insert the System disc.

On the reverse side there are two DEMO PAGES for use in STOP PRESS, Autoflow Reporter and Mouse Madness.

THE UTILITY DISC

This disc contains the Fonts, Cutouts and Patterns for STOP PRESS. Side one contains 50 Fonts. Side two contains Cutouts and Patterns.

1.2 LOADING AND ENTERING THE STOP PRESS PROCESSOR

INSERT THE STOP PRESS SYSTEM DISC INTO DRIVE 0

If you are using a Commodore 128 then power up the computer in 64 mode.

Type: LOAD“SP”,8,1 <RETURN>

When loading has completed REMOVE THE SYSTEM DISC. You will be faced with two options, “Enter Stop Press” and “Create Page Disc”. Click whichever option you require. If this is the first time you have used STOP PRESS you will have to create a Page Disc.

1.2.1 CREATE PAGE DISC

STOP PRESS always requires a Page to be present; you cannot enter the processor without having first loaded a Page.

INSERT A BLANK DISC IN DRIVE 0

STOP PRESS Pages can be either 11 inch or 14 inch in length. The length you choose should reflect the length of your printer paper. Click the required size. If you select the wrong size press CANCEL.

The creation process includes a formatter so any data already on the disc will be wiped. Your new Page disc will contain 2 Pages entitled "BLANK PAGE — NO DATE" plus its own special ID, which will help prevent accidental data loss due to inserting the wrong Page disc when directed.

You may now repeat the procedure or enter STOP PRESS.

PLEASE NOTE: The Page create facility is only available at this point. Once you have entered STOP PRESS you will no longer have the opportunity to create a new Page disc. So make sure you have sufficient Pages already created to fulfil your requirements. Do not save any other files on your Page disc.

1.2.2 ENTER STOP PRESS

INSERT YOUR PAGE DISC

When STOP PRESS is entered you will be prompted to indicate the drive that contains your Page disc.

THE PAGE DISC MUST ALWAYS BE IN THE DRIVE YOU NOMINATE
WHENEVER THE PROCESSOR ACCESSES THE PAGE

The processor supports multiple drive systems to lessen disc changes. If you wish to nominate an alternative drive for your Page disc, do so at this point. You may then leave the Page disc in the nominated drive.

Both Pages names will be displayed for selection. To load a Page first click the required Page name; this will highlight the Page name. If you now press EXECUTE the Page will load. Pressing CANCEL will deselect the Page and allow another Page to be selected for loading. You cannot enter the processor without first loading a Page as the program requires a Page to be present at all times.

Once a Page has loaded you are then free to use the STOP PRESS processor to compose or edit your own pages. The processor is an extremely powerful yet friendly tool but even so many of the abilities of the processor may be unfamiliar to you. This manual endeavours to explain the complete processor. Practice in each of the STOP PRESS modes until you feel confident in the processor's operation. Once mastered STOP PRESS can create first rate results with the minimum effort from the user.

2 STOP PRESS AND MOUSE JARGON

Throughout this guide you will find many common terms and some mouse jargon. Every effort has been made to be consistent in the use of terminology. If you encounter an action or term you do not understand it should be explained in this section.

2.1 THE MOUSE

The recommended mouse has three buttons and the program has been developed using the full potential of this mouse. Other input devices may be used, but they only simulate the ideal device. Each button has been allocated a name and is referred to by name rather than left, right or centre.

EXECUTE The Left Button and function key f1

MOVE The Centre Button and function key f3

CANCEL The Right Button and function key f5

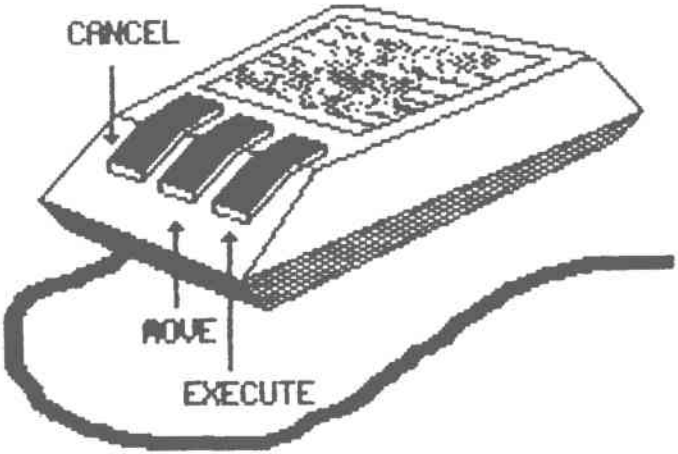


Figure 1 — The Mouse Buttons.

When the guide advises pressing a particular button the name will always be in uppercase to avoid confusion, i.e. Press EXECUTE.

2.2 CLICKING

Clicking is the selection process and always refers to pressing EXECUTE with the pointer or crosshair at a particular position. So an instruction such as 'Click an option' means you would position the pointer over the required option and press EXECUTE.

2.3 DOUBLE CLICKING

Double Clicking is what you might expect. Having first clicked an option you may be required to confirm your decision by pressing EXECUTE again. Loading STOP PRESS files uses this method of confirming your intention. If the second click is CANCEL rather than EXECUTE then the operation will abort.

2.4 POINTER AND CROSSHAIR

Pointer and Crosshair are methods of indicating where you are. The crosshair is visible in the main composing area (the Canvas). The POINTER will appear whenever you move out of the canvas into the selection areas. The POINTER and CROSSHAIR will react to your movement of the mouse. The target positions are the intersection of the CROSSHAIR or the sharp end of the POINTER.

2.5 DEFINING AN AREA

This action is referred to constantly within the guide and is an important action in STOP PRESS. A rectangular area is marked and the program will take the rectangle as its reference points for the function being carried out. Whenever you are asked to DEFINE AN AREA, do the following:-

- Position the crosshair to mark two boundaries of an area.
- Press EXECUTE. An image of the crosshair will be retained for your reference.
- Position the crosshair to form a rectangular area between the image and the actual crosshair.
- Press EXECUTE. The area inside the rectangle will be processed.

That's it! The program now has its data and the function will be implemented. If after fixing the first corner you decide it is not in the correct position, then press CANCEL once; the crosshair image will be removed and you may start again.

2.6 CHARACTER

A character is a single 16*16 pixel component from either the font or pattern stores.

2.7 FONT

A font is the name given to a complete set of typeable characters, either designed by you, a third party, or as supplied with STOP PRESS.

2.8 PATTERN

A pattern is a character used in certain STOP PRESS routines. They are not normal typeable characters but designs used for creating visual effects.

2.9 CUTOUT

Cutouts are areas of the STOP PRESS Page that have been 'CUT' and stored onto disc for future use.

2.10 HOVER BOX

After certain STOP PRESS functions the opportunity to duplicate the function is offered. The Shape functions offer this facility so you can readily recreate rectangles, ellipses, etc. After the initial function has been completed the HOVER BOX will appear if it is available. Position the HOVER BOX and press EXECUTE; an exact replica of the function will be fixed. Pressing CANCEL once will clear the HOVER BOX.

2.11 DEFAULT

Certain items are described as having a default setting. This is the value or status of the particular item when STOP PRESS loads.

2.12 PROPORTIONAL SPACING

Computers normally store each letter in an 8*8 matrix and outputs the whole matrix when the letter is required. This means that letters such as an 'i' or an 'l' which occupy less room in the matrix than 'w' or 'm' still take up the same room in a word and therefore the gaps between letters tend to be uneven.

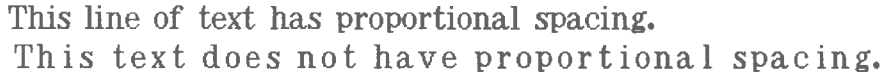


Figure 2 — Proportional Spacing gives much better results.

Proportional spacing overcomes this problem by keeping the gap between each letter the same. This gives your text a much neater and professional appearance.

3 INPUT DEVICES, KEYS AND SHORTCUTS

STOP PRESS has four built-in input drivers. The required driver is selected by pressing CTRL plus either 1, 2, 3 or 4. You may change the input driver whenever Pointer or Crosshair control is available.

No matter which input driver is operative the function keys always emulate the three Mouse buttons. You may find it more useful to use the function keys rather than the Mouse buttons in certain options where pixel accuracy is essential, as the act of depressing a Mouse button can cause the Mouse to move slightly.

FUNCTION KEYS: f1 EXECUTE f3 MOVE f5 CANCEL

3.1 CHANGE INPUT DEVICE

The following input drivers are resident in STOP PRESS and can be selected by pressing CTRL plus the driver number.

CTRL + 1 AMX Mouse (Three button)

CTRL + 2 Joystick and Joystick emulating Mouse

CTRL + 3 Keyboard

CTRL + 4 CBM 1351 Mouse (Two button)

3.2 AMX MOUSE MODE CTRL + 1

This is by far the superior device for STOP PRESS. ALL operations can be controlled from the MOUSE. The only time you actually need to use the keyboard is during text entry, or typing filenames. The function keys may be used, but are optional in AMX MOUSE mode.

The AMX Mouse is read from CONTROL PORT 2.

3.3 JOYSTICK MODE CTRL + 2

A Joystick can be used to simulate the Mouse, but it greatly reduces the effectiveness of the freehand Graphic routines. But it is slightly better than using the Keyboard for direction control. You will need to use f3 and f5 to emulate the Mouse buttons.

FIRE EXECUTE

f3 MOVE

f5 CANCEL

The Joystick is read from CONTROL PORT 2.

3.4 KEYBOARD MODE CTRL + 3

The Keyboard is useful for lining up adjacent text or graphics, or for drawing straight lines. If you do not own any other input device we strongly recommend that you purchase the AMX Mouse for use with STOP PRESS.

f1 EXECUTE

f3 MOVE

f5 CANCEL

Q	Left	W	Right
A	Up	S	Down

3.5 CBM 1351 MOUSE MODE CTRL + 4

The Commodore Mouse has only two buttons, so one must still be emulated on the Keyboard. We elected the MOVE button as this is probably the least used of the three.

Left button EXECUTE

f3 MOVE

Right button CANCEL

The 1351 Mouse is read from CONTROL PORT 1.

3.6 TEXT ENTRY MODE

During text entry it may be necessary to change options normally altered from Pull Down Menus or the Quick Klick while you are typing. By holding down CTRL and the relevant key these options can be altered without exiting the text entry routine.

CTRL + C.....Format CENTRE
CTRL + R.....Format RIGHT JUSTIFY
CTRL + L.....Format LITERAL
CTRL + WHT.....White Text
CTRL + J.....Format JUSTIFY
CTRL + W.....Format WORDWRAP
CTRL + BLK.....Black Text
CTRL + RVS ON.....Inverse Text

PLEASE NOTE: These options are only available while you are actually typing in text entry mode. They do not affect their respective flag status at any other time.

3.7 SHORTCUTS

It can become tiresome constantly having to move from one corner of the screen to the other to change an option or Mode, especially if you haven't got a Mouse. Therefore there are various Shortcuts you can take to lessen the amount of movement needed.

The Shortcuts are accessed through the Commodore key, the one below RUN STOP. Each of the STOP PRESS Modes can be entered by holding down Commodore and the initial letter of the Mode.

Commodore + F.....Enters Filing System
Commodore + I.....Enters Image Editor
Commodore + T.....Enters Text Processor
Commodore + G.....Enters Graphic Studio
Commodore + W.....Enters Window System
Commodore + P.....Enters Printer Manager

Having selected the STOP PRESS Mode via the Shortcuts, you may wish to activate one of the label functions. These are selected by Commodore and the label number 1-8.

The labels are designated:-

TOP ROW	from left to right	1, 2, 3, 4
BOTTOM ROW	from left to right	5, 6, 7, 8

If the label has a Pull Down Menu then you must move the pointer to the PDM and select the required option.

4 THE STOP PRESS SCREEN

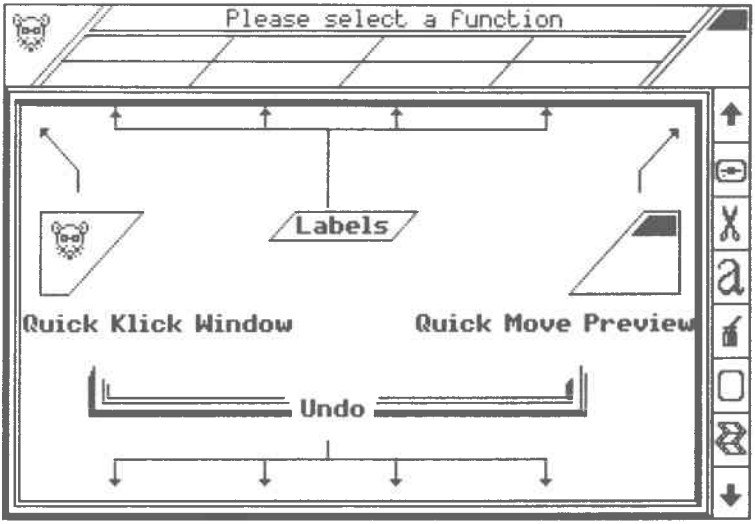


Figure 3 — Sections of the Screen.

4.1 THE QUICK KLICK ACTIVATOR AND SELECTED PATTERN AREA

This will always display the currently selected pattern. If the area appears blank then an all white pattern is selected. On entry the area will contain MAX the mouse. Clicking here will activate the Quick Klick Window.

4.2 THE MESSAGE WINDOW

Any prompts issued by the program will appear in the Message Window. If the Program appears idle check this window for Messages indicating an action required by you. When none of the Modes are selected this area will contain the message "Please select a function".

4.3 THE LABEL WINDOWS

All available functions of the selected Mode will be displayed, one in each Label Window. If further options are available then the Label may have a Pull Down Menu which will be activated when you click the Label.

4.4 THE PAGE POSITION INDICATOR WINDOW (PPI)

The Black chevron approximates the position of the Page portion currently in the computer's memory; the remainder of the Page is stored on your disc. Clicking the PPI activates the Quick Move/Preview Mode.

4.4.1 THE QUICK MOVE/PREVIEW MODE

The Quick Move Window serves two purposes.

Firstly it enables you to view the full area of the Page in memory; the portion is displayed in a slightly compressed format and lets you view the composition and layout in an easy manner.

The second use for the Quick Move Window is to move from one Canvas area to another. When the Quick Move is activated a Hover Box will be visible over the Page area; this represents the current Canvas area.

MOVE will cause the Hover Box position to change to the position of the Crosshair.

EXECUTE will cause the area under the Hover Box to become the new Canvas.

CANCEL will exit with the Canvas in its original position no matter where the Hover Box has moved.

Some additional information is displayed at the bottom of the Preview window. The current Page name, Page length, Font name, Printer Driver name and Input Device are shown for your reference.

4.5 THE UNDO ACTIVATOR

An UNDO last operation has been provided, and is available in most of the functions. The functions excluded from UNDO are the Font and Pattern definers, Window or Area defining, Disc or Printer accessing and Keyboard text entry. The UNDO feature is activated by moving to the bottom part of the Canvas frame and pressing CANCEL. Only the last operation is undone, and UNDO will not UNDO itself.

4.6 THE PULL DOWN MENU (PDM)

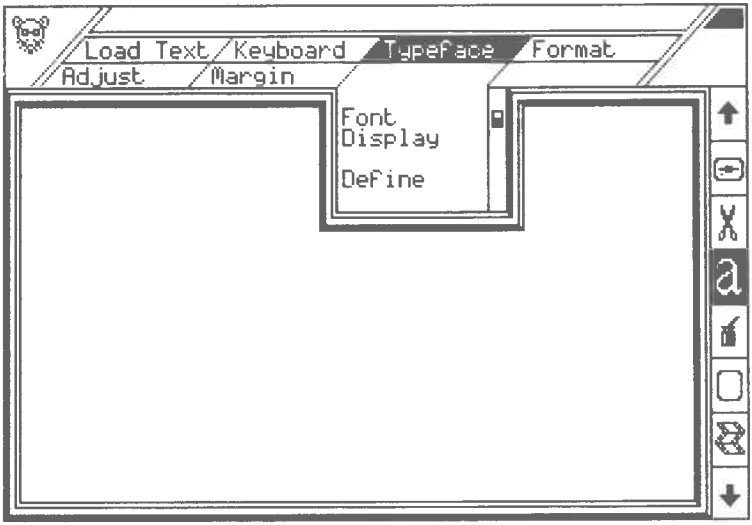


Figure 4 — A Pull Down Menu with a Ticked Option.

4.6.1 HOW TO OPERATE A PULL DOWN MENU

- Click the required Label, release EXECUTE.
- Position the pointer until the required option is highlighted, then press EXECUTE. The option will flash to indicate selection.
- If the selection option is a function, then the PDM will close and the function entered.
- If options are ticked or unticked then the PDM will remain open.
- To close the PDM press CANCEL.

If any option on a PDM has a small black and white box next to it then that option is said to be ticked (i.e. the current option). It is possible on some PDMs to have more than one option ticked. You may check options by activating the PDM and seeing which options are ticked, and then press CANCEL to close the PDM.

4.7 THE CANVAS

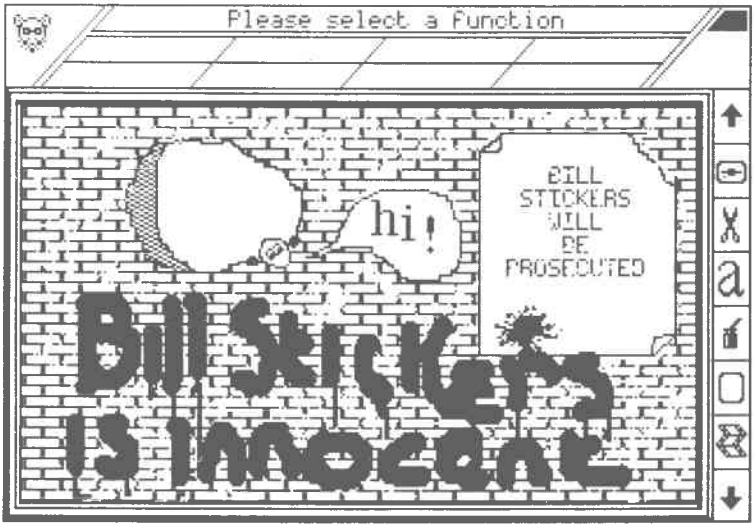


Figure 5 — A Full Canvas.

This is your main work area. All the designing and layout of your page are composed in this Window. The Canvas is only a portion of the page data in the computer's memory. To move around the rest of the page area press MOVE and drag the screen.

4.8 THE STOP PRESS MODE SELECTORS

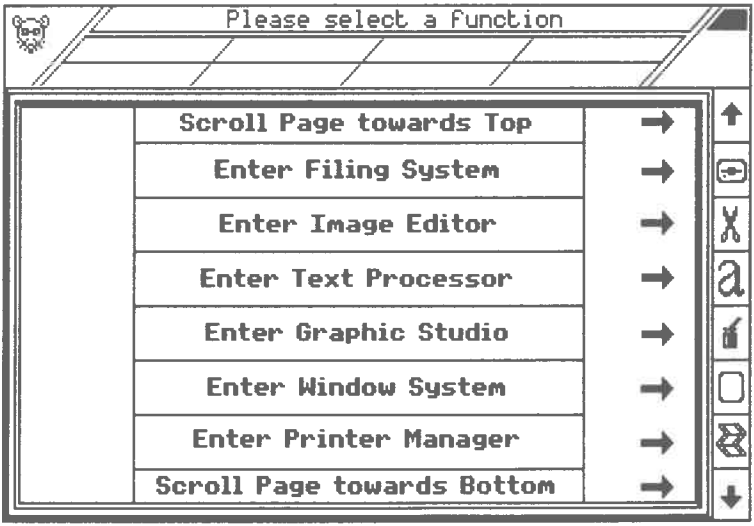


Figure 6 — The Mode Selectors.

- SCROLL PAGE UP ICON.

The program will access the Disc Drive, saving the portion of the page data that is scrolled out. Then the next portion is loaded to the correct position.

- FILING SYSTEM ICON.

The Icon will invert to signify selection, and the Filing Labels will appear. Most Disc operations are controlled from within this Mode.

- IMAGE EDITOR ICON.

The Icon will invert to signify selection, and the Image Labels will appear. The options in this Mode are Editorial; they allow area repositioning, rescaling, reorienting and final touching.

- GRAPHIC STUDIO ICON.

The Icon will invert to signify selection, and the Graphic Labels will appear. This is a comprehensive Graphic studio providing features that can enhance the appearance of your Page.

- WINDOW MODE ICON.

The Icon will invert to signify selection, and the Window Labels will appear. Windowing is a very powerful technique designed to allow smaller areas than the Canvas to be isolated for graphic work.

- PRINTER MANAGER ICON.

The Icon will invert to signify selection, and the Printer Labels will appear. All the Printer related functions are controlled by this Mode.

- SCROLL PAGE DOWN ICON.

The program will access the Disc Drive, saving the portion of the page data that is scrolled out. Then the next portion is loaded to the correct position.

5 THE QUICK KLICK WINDOW

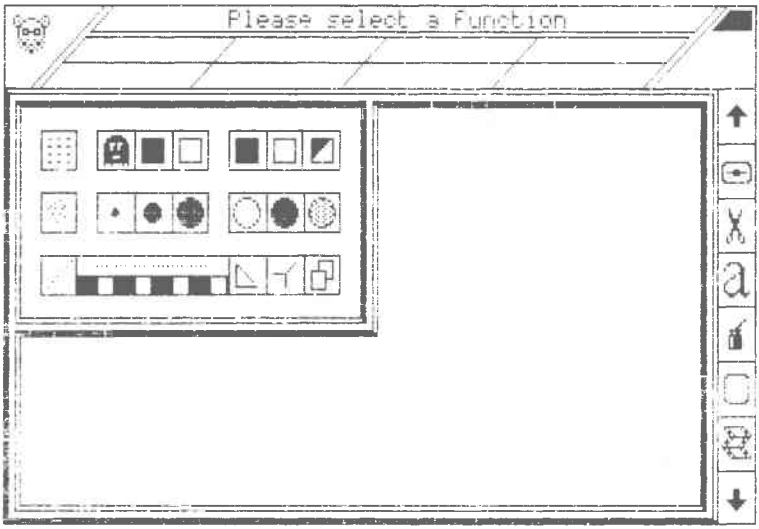


Figure 7 — Quick Klick Window open.

5.1 WHAT IS THE QUICK KLICK WINDOW?

In order to make the program more versatile the Quick Klick Window (QKW) has been developed. The QKW allows you to change a variety of options without upsetting the function currently in use.

For example: You have just defined a solid black rectangle and now require an outline image of the rectangle, you call the QKW and select option 12 (shapes outline). Press CANCEL to remove the QM and you still have control of the replica rectangle; now when the replica is fixed it will be outline not solid.

The QKW is available at most times. The exceptions are:-

- If another major window is active (Zoom, Font Definer, etc.).
- If the program is processing to a peripheral (Disc, Printer).
- During text entry.

5.2 THE QUICK KLICK REVEALED

The QKW is activated by moving to the top left hand corner, the Selected Pattern Window, and pressing EXECUTE.

The QKW will then appear in the top left hand corner of the Canvas.

Currently selected options will appear highlighted.

To alter any option simply click it; the new option will be highlighted.

To exit from the QKW press CANCEL.

5.3 QUICK KLICK REFERENCE

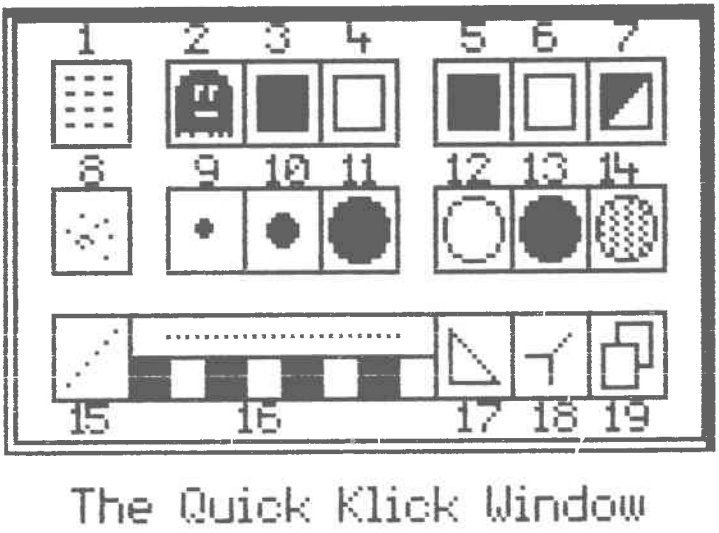


Figure 8 — What Does What.

GRID	1 ON/OFF	
GHOSTING	2 ON/OFF 4 Ghost White	3 Ghost Black
COLOUR	5 Black 7 Inverse	6 White

SPRAY NOZZLE	8 Mist ON/OFF	9 Small
	10 Medium	11 Large
SHAPES	12 Outline	13 Solid
	14 Patterned	
LINE	15 Dotted line ON/OFF	16 Dotted mask definer
	17 Normal line drawing	18 Fixed origin line drawing
	19 Reference line drawing	

5.3.1 GRID

The GRID allows the Crosshair to move in greater steps than single pixels.

8*8 is the default setting when Grid is ON.

Settings can be altered from the Adjust Label in the Text Processor.

When this option is OFF, normal pixel accuracy is available.

1 Enables/Disables GRID at current Grid settings.

5.3.2 GHOSTING

GHOSTING may be a new concept to you. Essentially all you are deciding is whether you want the black or white portion of the data.

Switch GHOSTING ON, select Ghost Black and spray a pattern; only the black data is transferred to the screen. If you spray over a black area then nothing will happen as the white portion of the pattern is suppressed. If you now select Ghost White from the Quick Klick and resume spraying the same pattern, you will see that now the black pattern of the pattern is suppressed, so spraying on white areas now has no effect.

Ghosting will also work with all of the Image Editor functions except Zoom. When you are fixing the area in its new position and Ghosting is enabled, then only the relevant colour is transferred.

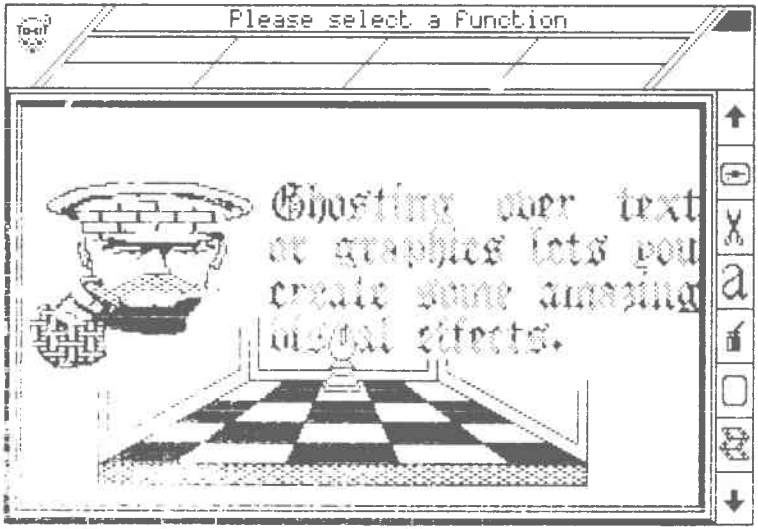


Figure 9 — The Effects of Ghosting of Text and Graphics.

2 Enables/Disables GHOSTING in current ghost colour.

3 GHOST BLACK, will only display the black portion of the data.

4 GHOST WHITE, will only display the white portion of the data.

5.3.3 COLOUR

The colour for all text operations and most graphics outputs is chosen here. Only options using pattern on Page data do not use the current colour.

Figure 10 — How the Colour Options react with Background Colour.

5 BLACK. The default ink used for work on white areas.

6 WHITE. Select white ink for work on black areas.

7 INVERSE. The inverse option is useful for working over areas that include black and white sections.

5.3.4 SPRAY NOZZLE

Spray operations work on the current pattern.

8 Enable/Disable SPRAY MIST.

The Mist option makes the spray function act as an airbrush. The Mist is intelligent in that it becomes denser the longer you spray in any given area and will eventually form the selected pattern.

9 SMALL SPRAY NOZZLE.

10 MEDIUM SPRAY NOZZLE.

11 LARGE SPRAY NOZZLE.

These options will allow the spray nozzle to be chosen. The MIST option will work with any spray size.

5.3.5 SHAPES

The following options affect Box and Ellipse.

12 OUTLINE: A hollow outline in the current colour.

13 SOLID: A solid shape in the current colour.

14 PATTERNED: A solid shape in the current pattern.

5.3.6 LINE

All the following options relate to the Line function.

15 Enables/Disables DOTTED line drawing in the current dot mask.

16 DOTTED line mask definer. Click any dot to toggle the state of the bit. An image of a dotted line in the current mask is displayed above the mask definer.

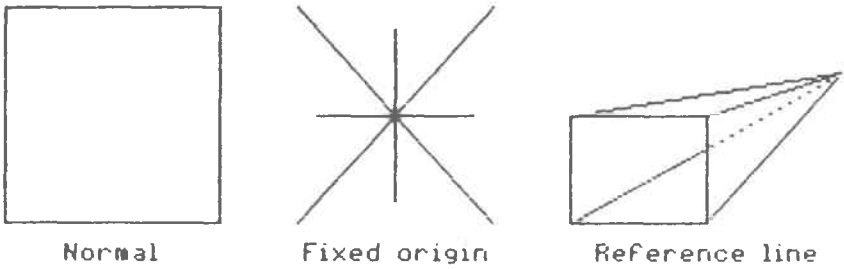


Figure 11 — Drawing with different Line Options.

17 NORMAL line progression. When a line is drawn and fixed in position the next line normally takes the last point on the line just fixed as its origin. This option allows this manner of line drawing.

18 FIXED ORIGIN lines. Differs only in the fact that the origin of the line does not alter. This is, all the lines drawn will extend from the same point, unless that point is altered manually.

19 REFERENCE line mode. Assists in hidden line removal operations. The lines will now operate' in pairs. The first line, the reference line, should be extended from the origin to the reference point. Your second line, the actual line, should extend over the part of the reference line you wish to retain. The reference line will vanish and you will be left with your actual line. This option should be practised until you become familiar with it. It is a powerful aid to 3D drawing once mastered.

6 THE FILING SYSTEM

The Filing System provides you with an easy to use interface with your disc drive. The labels indicate which file type you wish to load or save and the Disc label offers some general disc facilities.

6.1 PAGE

Most conventional programs only allow you to work on an area the size of the screen. This is fine for general doodling and artwork, but for typesetting it is far too limiting. Therefore with STOP PRESS we have extended this area in both height and width.

11 inch Page: 576 wide x 720 high 14 inch Page: 576 wide x 936 high

The Canvas area acts as a window on the Page. It is possible to scroll the Page up, down, left and right as you work. When you are in text entry mode the Page will scroll left and right automatically.

Only part of the Page is held in the computer. The remainder is held on the Page disc. You always have the full Page width available and have 27 character lines in height.

6.1.1 LOADING PAGES

This routine is entered when you first enter STOP PRESS and cannot be exited until a Page has been loaded.

- Select the Page label. The Page PDM will appear.
- Click Load.
- At this point the Canvas will invert as a warning.
- The message “Continue? All will be lost.” will appear.
- Pressing EXECUTE will clear the current memory and enter the Page load routine.
- Pressing CANCEL will abort the option.
- Select the drive (0-3) that contains your Page disc.

The Pages will be listed for selection. The required Page is loaded by double clicking the appropriate Page name.

If you highlight the wrong Page press CANCEL and reselect the correct Page.

6.1.2 SAVING PAGES

The Save option will save to disc the Page area that is currently in the computer's memory. This allows you to edit portions of the Page and save the edited portion back to disc.

- Click the FILE Mode icon.
- Select the Page label. The Page PDM will appear.
- Click Save.

Insert your Page disc, and press EXECUTE.

Page descriptions can be adjusted by pressing CANCEL when the Page description appears, or just press EXECUTE to continue. If you enter a null string, i.e. just press <RETURN>, then the operation will abort.

SAVE YOUR PAGE BEFORE SWITCHING OFF THE COMPUTER

6.1.3 DIRECTORY

Because a normal directory does not reveal Page names you may use this option to find a particular Page without entering Page load.

- Click the FILE Mode icon.
- Select the Page label. The Page PDM will appear.
- Click Directory.

All Page names on a Page disc will be displayed. Press CANCEL to exit.

6.2 STOP PRESS FILES

A File Recognition System is employed within STOP PRESS. This has been provided to keep user error to a minimum, and to allow files to be identified as FONTS, PATTERNS, CUTOUTS, etc.

We recommend that you have a disc reserved for each file type. This allows easy disc change when you are prompted to insert a particular type of disc.

For example: Insert FONT disc

Whenever you are prompted to insert a particular type of disc you should place the appropriate disc in the current drive and then press EXECUTE.

6.2.1 LOADING STOP PRESS FILES

When you attempt to load any STOP PRESS file, Cutout, Font, Pattern or Printer Driver, the program will identify all the filenames of the type you requested and display them.

To load a file just point to it and click EXECUTE. The filename will invert to signify selection. Pressing EXECUTE while a filename is inverted will load that file. Pressing CANCEL while a file is inverted will deselect the file and allow another file to be selected.

If there are more filenames available than can be displayed on one screen, then MOVE can be used to view the next section of filenames. Continuous use of MOVE will flip through all the available filenames, until you return to the beginning.

As the Load routines do not insist that you actually load a file, it may also be used as a filetype specific directory.

6.2.2 SAVING STOP PRESS FILES

All Save operations expect a filename. If you enter a null string, i.e. just press <EXECUTE>, then the operation will abort.

6.3 CUTOUT

Cutout is the name for portions of the Page saved on disc. A cutout can vary in size, from a few pixels up to the Page portion. Cutouts are not confined to graphics, they can contain text and graphic information.

Cutout has two main uses; firstly, to move an area from one Page portion to another. Secondly it may be used to load and save frequently used areas such as logos and letterheads, building up a disc library that can be used in further Pages.

6.3.1 LOADING CUTOUTS

Loading and positioning cutouts is done in Preview mode. The cutout can be Ghosted onto the Page or fixed normally.

- Click the FILE Mode icon.
- Select the Cutout label. The Cutout PDM will appear.
- Click Load.
- Insert your Cutout disc. Press EXECUTE when ready.
- Select the Cutout you require.

Once the program has identified the file, position the cutout by placing the Hover Box at the required place, and then press EXECUTE to fix.

6.3.2 SAVING CUTOUTS

- Click the FILE Mode icon.
- Select the Cutout label. The Cutout PDM will appear.
- Click Save.
- Define the area to Save (done in Preview Mode).
- Enter filename.

The designated area will be saved to disc.

6.4 FONT

A Font is a complete set of characters, letters, punctuation, numerals, etc. All the symbols on the top of your Commodore keyboard are included in the supplied Fonts.

The more Fonts a program has the more versatile it is. STOP PRESS provides 50 Fonts, and you can create your own with the easy to use built-in Font designer.

6.4.1 LOADING FONTS

- Click the FILE Mode icon.
- Select the Font label. The Font PDM will appear.
- Click Load.
- Insert your Font disc. Press EXECUTE when ready.
- Select the Font you require.

Once the Font has loaded, it will be displayed. Press CANCEL to continue.

6.4.2 SAVING FONTS

- Click the FILE Mode icon.
- Select the Font label. The Font PDM will appear.
- Click Save.
- Enter filename.

The current Font will be Saved to disc.

6.5 PATTERN

The Patterns can be used for creating designs and filling areas, or they may be used in conjunction with the Symbol function to layout Page areas.

The supplied Patterns may not suit your needs, so you may create your own Pattern sets using the built-in Pattern designer.

(Music symbols, Electronic components, Technical drawing symbols, etc.)

6.5.1 LOADING PATTERNS

- Click the FILE Mode icon.
- Select the Pattern label. The Pattern PDM will appear.
- Click Load.
- Insert Pattern disc. Press EXECUTE when ready.
- Select the Pattern you require.

Once the Patterns have loaded, they are displayed. Press CANCEL to continue.

6.5.2 SAVING PATTERNS

- Click the FILE Mode icon.
- Select the Pattern label. The Pattern PDM will appear.
- Click Save.
- Enter filename.

The current Pattern store will be Saved to disc.

6.6 PRINTER

This option is used to load any of the printer drivers supplied with STOP PRESS. If your printer is not amongst those listed, it is worth trying one of the supplied drivers to see if it will work with your printer. There are very few differences between most of the drivers and most printers have an identical twin. If you KNOW that your printer is identical to one of the supplied drivers then use that driver.

Any information regarding Printer compatibility you feel may benefit other STOP PRESS users would be greatly appreciated. Please forward the information to the address in the front of this guide. You never know, you may be able to help someone out of a jam.

6.6.1 LOADING PRINTERS

- Click the FILE Mode icon.
- Select the Printer label.
- Insert Printer driver disc. Press EXECUTE when ready.
- Select the Printer you require.

The current Printer is displayed in the Quick Move window.

6.7 DISC

The Disc label offers the user some useful disc facilities.

6.7.1 COMMAND

Any of the DOS commands can be issued using this function. The prefixes on STOP PRESS files are:-

C.“filename” CUTOUTS
P.“filename” PATTERNS
F.“filename” FONTS
D.“filename” DUMPS

If you wish to scratch a Font called “Myfont”, the DOS command would be:-

S:F.Myfont* <RETURN> (The asterisk should always be included)

- Click the FILE Mode icon.
- Select the Disc label. The Disc PDM will appear.
- Click Command.
- Enter the DOS command.

6.7.2 DRIVE

Set the drive for all load and save operations except Pages. For instance, if you have two disc drives set to devices 8 and 9 you may nominate device 8 for your Pages, and device 9 for all other load and save operations, Fonts, Cutouts., Text, etc.

The Page disc can then remain in device 8 and the Font or Cutout disc can use device 9 lessening disc changes.

6.7.3 DIRECTORY

- Click the FILE Mode icon.
- Select the Disc label. The Disc PDM will appear.
- Click Directory.

All filenames on the disc will be displayed.

7 THE IMAGE EDITOR

The Image Editor provides the editorial facilities of STOP PRESS. Areas may be duplicated, reoriented, rescaled, or magnified to allow editing of individual pixels.

COPY, FLIP, ROTATE and STRETCH all allow Ghosting, and always offer the facility to duplicate the action by means of a Hover Box, except when the Same option is ticked in the relevant function. If you are recreating an area by means of the Hover Box, it is possible to corrupt the data by storing it over the original area.

All the CUT functions operate on Canvas size. PASTING can be done anywhere in the current Page portion. CUTTING to other areas of the Page must use the CUTOUT option in the Filing System.

7.1.1 COPY

Duplicate any area. Ideal for multiple images and effects.

- Click the Copy label.
- Define an area.
- Position the Hover Box (use Quick Move if necessary).
- Press EXECUTE to fix.

7.1.2 FLIP

Reflects any area. Ensure 'Same' is ticked if you wish to Flip the area in its original position.

- Click the Flip label.
- Select the required reflection from the PDM (Left/Right or Up/Down).
- Define an area.
- If the 'Same' option is ticked, reflection will be immediate.
- Position the Hover Box (use Quick Move if necessary).
- Press EXECUTE to fix.

7.1.3 ROTATE

Turns the area clockwise, 90°, 180° or 270°.

- Click the Rotate label.

- Select the degree of rotation from the PDM (90°, 180°, 270°).
- Define an area.

NOTE: If 90° or 270° are selected then the maximum width is 152 pixels, approximately half a Canvas. This restriction is due to the width and height of the Canvas being different. Resolution would be lost if the area was forced to fit.

- Position the Hover Box (use Quick Move if necessary).
- Press EXECUTE to fix.

7.1.4 STRETCH

Rescales any area. You can make areas larger or smaller using the Stretch function.

Due to mathematical inconsistencies some stretch operations may be subject to interference patterns. It is recommended that the x ½ and x 2 options are used where possible, as these exclude any mathematical or user definition errors. If the 'Same' option is ticked then the function uses the top left corner of the defined area as its destination.

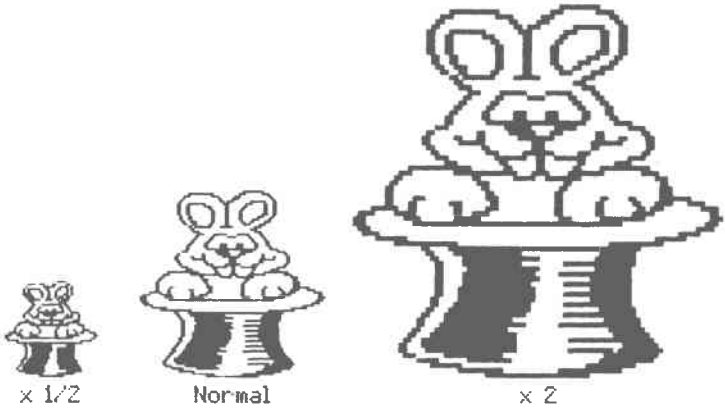


Figure 12 — A Cutout enlarged and reduced by Stretch.

- Click the Stretch label.
- Select the required option (Variable, x 2, x ½).
- Define an area.
- If Variable is selected, pull a second area. The first area will now be made to fit into the second area.
- If x 2 or x ½ are selected, position the Hover Box (use Quick Move if necessary).
- Press EXECUTE to fix.

7.1.5 ZOOM

The magnifying glass. Allowing individual pixels to be edited. Ideal for final touching and correcting minor errors.

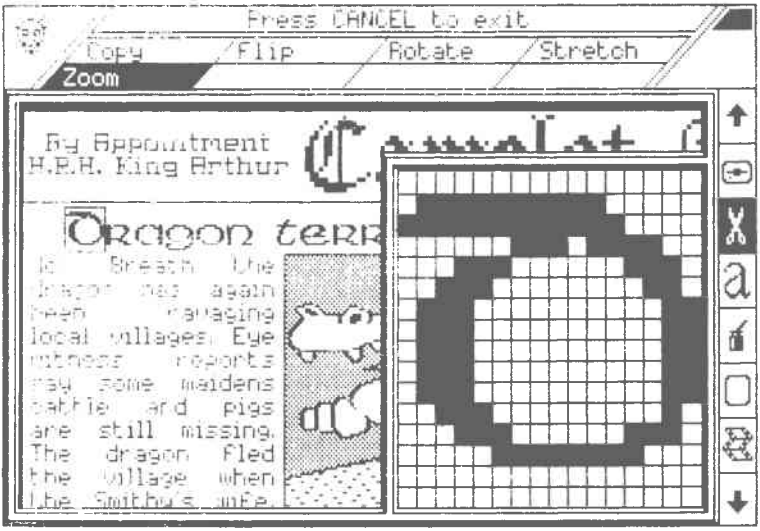


Figure 13 — Zoom in action.

- Click the Zoom label.
- Select the position of the editing grid (Left or Right).
- A Hover Box will cover the target area.
- To reposition the target area use MOVE. MOVE in the editing grid gives fine movement. MOVE in the area not covered by the grid gives quick movement.
- Pixels may be edited by Clicking in the editing grid.
- Press CANCEL to exit.
- UNDO is not available during Zoom. However, UNDO will UNDO all work done in ZOOM mode if it is activated after closing the ZOOM window.

8 THE TEXT PROCESSOR

This is the heart of the STOP PRESS system. It is where text can be output to the screen in a vast combination of sizes, fonts and formats.

The font size can be varied from its standard 16*16 attribute to 64*64.

A large variety of fonts gives you the choice to freely
arrange your pages simply or to combine any of the 50 fonts
supplied to give your page your own individual
hallmark. You may wish to enlarge the typeface for effect
Tall text can highlight areas of the page
and wide letters for headlines
Many of the fonts are well suited to visual effects
Others may be used to create an air of experience and trust
You can be sure that whatever style or size of font you require STOP PRESS can provide it
even if you have to resort to designing it yourself with the built in font designer.

Figure 14 — All sorts of text.

All text is output using proportional spacing. It may be formatted using a choice of standard word processor options such as Centre, Justify, Wordwrap, etc.

8.1 LOAD TEXT

This function provides you with the means to load text files into STOP PRESS.

You may prepare documents on any commercial word processor that saves text in standard PET ASCII. The text file can be read into STOP PRESS and output in the current font. Pressing RUN/STOP while a file is being read will generate a stop mark and the file will enter pause mode.

Files will be read until:-

- The end of file is reached. File closes.
- A Stop Mark is encountered. File reading pauses.
- RUN STOP is pressed. File reading pauses.
- The bottom of the Page portion is reached. File reading pauses.

While files are paused you may scroll the page, alter the margins, reposition the text cursor, change font, etc.

8.1.1 OPEN

To commence reading a text file use the open option. If the end of the file is reached during reading the file will be closed. If a file is already open then this option is non-selectable.

- Select Text Mode.
- Click the Load text label.
- Select Open.
- Enter the filename.
- Position the text cursor.
- Press EXECUTE.

The text will be read in and placed between the left and right margins, or flowed around graphics if Autoflow is on. If the bottom of Page memory is reached or a Stop Marker is encountered, the file reading will pause; you may then scroll the Page down or reposition the margins.

8.1.2 CONTINUE

When a file has been Opened and is in pause mode, you may then scroll the Page or reposition the margins. Use the Continue option to recommence reading the text file.

8.1.3 CLOSE

If you want to finish reading a text file before the end, select the close option.

8.1.4 PRG FILE

When the PRG File option is ticked, the first two bytes of a text file are ignored as they normally contain the load address for the file.

Files from word processors are generally saved as SEQ files, but this is not always the case; some save out PRG files. If the word processor you are using saves its files as PRG files then you may need to select this option to read the file correctly.

8.1.5 SEQ FILE

This is the normal setting for text files. Any file can be read using this option PRG, SEQ or USR. Every byte in the file will be output.

8.2 KEYBOARD

The Keyboard function allows you to type directly onto the Page. Format options may be changed as you type to enable formatting to be altered without exiting the Keyboard routine.

When you select Keyboard the Crosshair will be replaced by the text cursor. This appears as a vertical line, and its height indicates the current text size.

8.2.1 TYPING AND DELETING

The Keyboard generates lowercase letters and numerals unless SHIFT is pressed, then the characters become uppercase and the characters over the numbers are output. Only the characters on top of the keys are available.

Delete by pressing the INST DEL key. Remember that STOP PRESS is not a word processor; once a line of text has been typed it will be fixed. The program only stores the current line of text for editing purposes; when you press <RETURN> the character information is lost and only the bit image data remains on the Page. You should therefore either use a word processor and the Load Text option for long passages or compose the passage in longhand and then transfer it to STOP PRESS.

- Select Text Mode.
- Click the Keyboard label.
- Position the Text cursor.
- Press EXECUTE. The Text cursor will move to the left margin.
- Type in your text, deleting as required.
- Press RUN STOP to exit Keyboard Mode.

8.2.2 CHANGING OPTIONS WHILE TYPING

You are allowed one Format per text line, the last Format received before a carriage return will be implemented. The Format can be changed for each line by holding down CTRL and pressing the initial letter of the Format.

Whichever Format you are using the text will appear at the left margin while it is being typed. When <RETURN> is pressed or the right margin is reached the Format is executed and the text placed in the required manner.

8.3 TYPEFACE

The Typeface options let you select or view the current font. Two fonts are always available, the STOP PRESS font and one of the library fonts.

8.3.1 FONT

The font can be switched on or off allowing you to type with the STOP PRESS character set or the current font.

If the Font option is ticked then all typing is done in the current font.

The STOP PRESS character set is always available no matter which Font you have installed, and is selected by unticking the Font option.

8.3.2 DISPLAY

Will display the contents of the Font store. Press CANCEL to exit.

8.3.3 DEFINE

The Define option enters the Font Designer where you may edit the font to your own requirements or design a new font.

The Font and Pattern Designers are explained in Section 12.

8.4 FORMAT

Text can be arranged around the Page in a variety of Formats.

An average newspaper uses these Formats to arrange its Pages. Headlines are usually in the centre of the Page, the reports are neatly arranged in columns with no ragged edges at the right hand margin.

Only one Format is allowed on any one line.

Figure 15 — Centred text on an Invitation.

8.4.1 CENTRE

The Centre Format will centralise the Text between the left and right margins. This can be used for creating Headlines, Leaders or for emphasising phrases.

8.4.2 JUSTIFY

This is the most commonly used Format. Justify causes all the lines to be of equal length between the margins. This avoids odd letters sticking out at the right margin. Justify intelligently expands the space between words making each line the same length.

Leading spaces are not justified so tabulation and paragraph indent effects can be achieved without resetting the margins.

8.4.3 RIGHT JUSTIFY

Right Justify is ideal for composing lists or directories. The Text will be placed at the right hand margin. Again, trailing spaces are not stripped to allow right indents.

8.4.4 WORD WRAP

This Format prevents words from being split over two lines. When the text reaches the right hand margin and the whole word will not fit in the remaining space, then the whole word is dropped down to the next line.

No justification is done in this Format.

8.4.5 LITERAL

This is the absence of any Format; the text will remain exactly as you type it.

8.5 ADJUST

The Text, Symbol and Grid sizes can be adjusted from this PDM. The Symbol function in Graphic Studio uses the current Text size to denote the height and width of the Symbol.

8.5.1 TEXT

The Adjust Text option allows you to change the size of the Font and to alter the proportional spacing gap. The proportional space is the space between letters, not words.

TEXT DIMENSIONS	Default:	16*16
	Minimum:	16*16
	Maximum:	64*64
SPACING DIMENSIONS	Default:	1*2
	Minimum:	0*0
	Maximum:	32*32

- Select Text Mode.
- Click the Adjust label.
- Select Text.

The Text adjustment window will appear. In the top left corner an ASCII 65 character will be shown. This will be a capital 'A' if a letter font is installed. Around the character is a box indicating the proportional spacing. The distance between the sides of the box and the character indicate the amount of spacing at that point.

Alter the size of the character by pointing to the black arrows and pressing EXECUTE. You will see the character adjust. To Reset the character to 16 x 16 click EXECUTE on the Reset icon at the bottom right of the adjustment window.

To adjust the spacing use the arrows with MOVE pressed. The box around the character will visually alter indicating the proportional space. To Reset the spacing press MOVE on the Reset icon at the bottom right of the adjustment window.

8.5.2 GRID

Grid means that all movement is locked onto an invisible grid. The spacing of the 'Bars' on this grid can be altered by you to give coarser but more accurate positioning. If you have ever tried lining up to single pixel accuracy you will appreciate the grid.

GRID DIMENSIONS	Default:	8*8
	Minimum:	1*1
	Maximum:	64*64

- Select Text Mode.
- Click the Adjust label.
- Select Grid.

The Grid adjust window will appear. Adjust the Grid dimensions by pointing to the arrows. The current Grid size will appear at the bottom of the window and a rectangle showing one block of the grid is shown at the top left of the adjust window.

1, 2, 4, 8, 16, 32 and 64 pixel steps can be selected for x or y; they do not need to be the same, so you can move down the screen in steps of 4 and across in steps of 32.

REMEMBER THE GRID IS TURNED ON/OFF FROM THE QUICK CLICK WINDOW.

While you are working with the Grid option switched on, if you leave the Canvas area the grid is automatically paused to allow you to select other options easily.

8.6 MARGIN

Use the margins to arrange your text in neat columns. Margins are only visible in Text mode and appear as dashed vertical lines.

Placing margins in close proximity to each other may generate a 'Margin too small' Error; this will occur if the character you are trying to type will not fit between the two margins.

As you are free to place left and right margins at any position, it is possible to cross the margins. The program takes care of this by assuming a "What you see is what you get" attitude when you start to type. In other words, if the right margin is closer to the left hand edge of the Page than the left margin, the program will switch the margins so that the margin on the left IS the left margin. This check and switch operation is only carried out after you have placed the text cursor and pressed EXECUTE.

8.6.1 LEFT

Alters the position of the left hand margin. Simply position the Crosshair where you want the margin and press EXECUTE. MOVE can be used to scroll the Page if required.

8.6.2 RIGHT

This is identical to LEFT except the right hand margin is adjusted.

8.6.3 STOP MARK

Places a horizontal bottom Stop Mark which prevents text from going below your preset mark. You will find the Stop Mark useful when used in conjunction with the Load Text option.

8.6.4 RESET

Extends the margins and the Stop Mark to full size.

8.6.5 AUTOFLOW

Normally Text will be Formatted to the right or left margins. This is fine for standard layouts, but why be conventional? The Autoflow technique lets your creative talents flow.

Using Autoflow you can Format your Text using graphics as the margins, type Text inside an ellipse and it will fit, have your Text sliding down an oblique and watch it cling to the angle. This innovative technique can create effects that most modern newspapers cannot match.

Figure 16 — Use the graphics as Margins.

If the Autoflow option is ticked the normal margins will not be displayed.

9 THE GRAPHIC STUDIO

The GRAPHIC STUDIO is comparable with some commercial graphic only packages. The abilities and ease of use of GRAPHIC STUDIO make it outstanding in its own right, but this is just one mode of the STOP PRESS processor.

This gives you the power to create imaginative and interesting Pages, not just boring text in columns. So don't be dull, use the graphics to add sparkle and inventiveness to your Pages.

9.1 PATTERN

The Pattern label enables you to select or manipulate the current pattern. Patterns are used in Spray, Fill, Symbol and in drawing patterned shapes.

The current pattern is always displayed in the Selected Pattern Window at the top left of the screen. The current Pattern is always duplicated into position 1 in the Pattern store; this allows you to edit patterns that have been Picked-Up. Any of the other 31 patterns can be moved to position 1 and altered, preserving the original Pattern.

Click the Pattern label and select an option from the PDM.

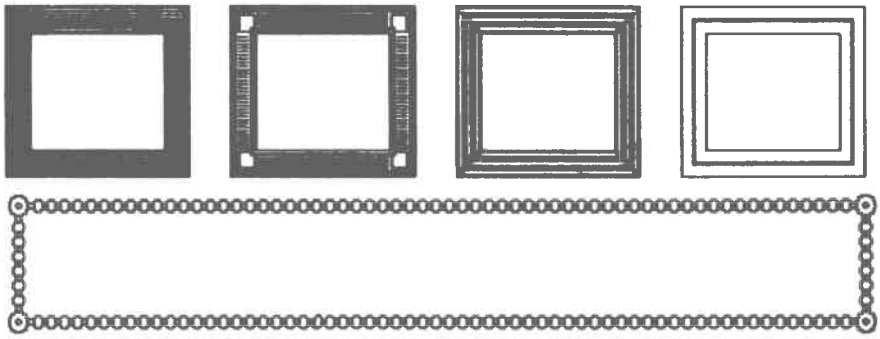


Figure 17 — Borders, arranged using Symbol.

9.1.1 PICK-UP

Allows you to select any pattern sized area of the Canvas as your pattern. The Hover Box can be positioned by moving the mouse with MOVE pressed.

To confirm the area press EXECUTE.

To exit without choosing press CANCEL.

Any area selected as a pattern will become pattern 1

9.1.2 SELECT

Will present you with a window in the centre of the Canvas. The window will contain the current pattern store. Any pattern may be selected by pressing EXECUTE over the desired pattern. Once a pattern has been selected the window will close. The selected pattern will be duplicated at pattern position 1.

Pressing MOVE will move through the current font allowing any character to be selected as your pattern.

To exit without making any selection press CANCEL.

9.1.3 INVERT

Changes the current pattern to its negative image. All black areas will become white and all white areas become black.

9.1.4 DEFINE

Allows any pattern to be designed or edited. See Section 12 which is devoted to the Font and Pattern Designers.

9.2 SPRAY

Spray is a versatile freehand routine. Spray uses the current pattern; it has three spray sizes, a mist option and the ability to Ghost the pattern.

- Select the pattern you wish to spray.
- Click the Spray label.
- Move to the Canvas and press EXECUTE. A squirt of pattern will appear on the screen. Keep EXECUTE pressed and move the mouse; the pattern will form across the path of the Crosshair. Now release the buttons and move to a new location on the Canvas. Spray again, but join up to the first area you Sprayed. Notice how the pattern matches up.
- Activate the Quick Klick Window (QKW).
- Click the Mist option (it will highlight to show selection).
- Press CANCEL once to remove the QKW.
- Now try Spraying. The pattern will now form in a random manner. Because the Mist feature is a true Mist, if you remain in one position and Spray with Mist the pattern will eventually form.

The different Spray sizes and the Ghost option are selected from the QKW. (See the QKW section which explains GHOSTING.)

9.3 FILL

Flood fills complex shapes with the current pattern.

First draw some outline shapes on the Canvas.

- Select any pattern.
- Click the Paint label.
- Position the Crosshair inside the area to be painted and press EXECUTE.

Pressing CANCEL at any time will halt the Fill process. The UNDO option will restore the screen if required.

9.4 SYMBOL

The Symbol function lets you place any character in the Pattern or Font stores onto the Page in the current colour and Text size. This greatly enhances the ability to layout technical areas and gives you the freedom to position music symbols, electronic components, etc. without having to resort to the Spraying or Text routines.

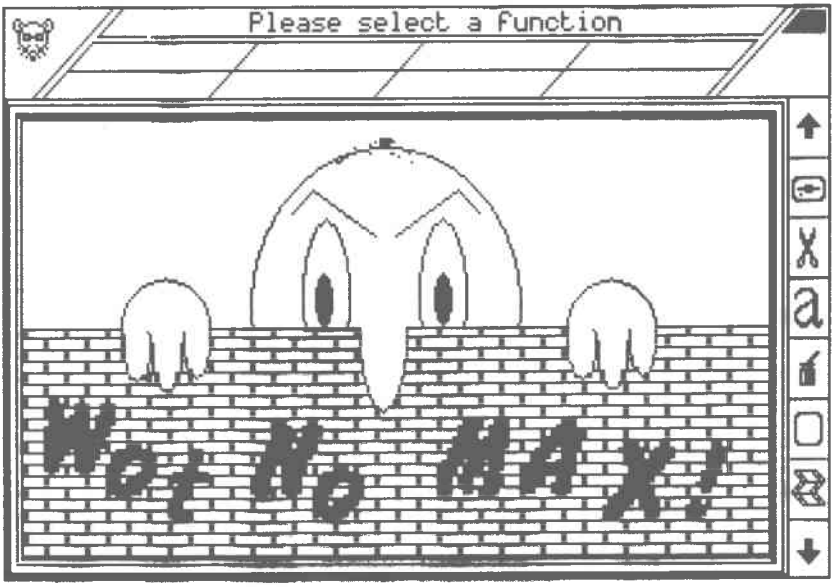


Figure 18 — Placing text using Symbol.

- Use the Adjust Text function to rescale the character if required.
- Use the Pattern Menu to select the character you wish to place.
- Click the Symbol label.
- Position the character on the Page.
- Press EXECUTE to fix.
- Press CANCEL to exit.

9.5 LINE

Line drawing in STOP PRESS is rubberbanded. The Line will always be drawn in the current colour.

- Click the Line label.
- Position the Crosshair and press MOVE. This sets the starting point for the line.
- Extend the line by moving the Crosshair. When you are happy wiith the line position press EXECUTE.

In normal line drawing mode the last point of your line becomes the starting position for the next line.

In fixed origin mode the starting position does not alter unless you do so by pressing MOVE.

In reference line mode the lines are paired. The first line drawn will be erased when the second line is fixed. This allows hidden line removal effects to be achieved easily.

(See the Quick Klick Window section for more on the line drawing modes.)

9.6 PEN

The Pen option enables you to draw freehand in the current colour. Due to the way the Pen function works you are advised not to use the inverse colour option.

- Click Pen.
- Position the Crosshair and press EXECUTE. The Pen will draw as long as EXECUTE remains pressed.

9.7 SHAPES

The different shape options allow technical drawings to be produced very easily. All shapes are drawn in the current colour unless the patterned option has been selected.

(See the Quick Klick Window section for more on shape and colour options.)

9.7.1 BOX

Boxes have a variety of uses, including technical drawing, placing borders around a window, erasing areas of the Canvas, etc.

- Click the Box label.
- Define an area.
- The Box will be drawn. Further images of the box may now be created by positioning the Hover Box and pressing EXECUTE.
- Press CANCEL to clear the Hover Box.

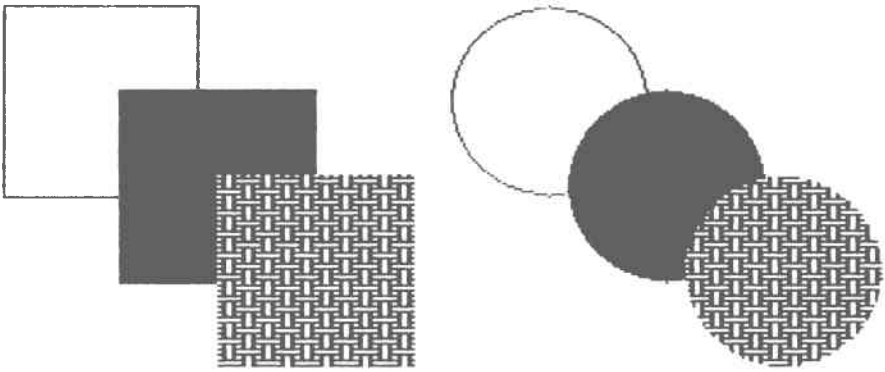


Figure 19 — Different Shape Options.

9.7.2 ELLIPSE

Ellipses may be used for technical drawing, and general circular artwork.

Figure 20 — Mr. Potato Head, and Graphics give amusing results.

- Click the Ellipse label.
- Define an area.
- The Ellipse will be drawn inside the area.
- Images of the Ellipse can be fixed by pressing EXECUTE.
- Press CANCEL to clear the Hover Box.

10 THE WINDOW MODE

At most times the Canvas is the current window as all your operations are confined to it. Windowing allows you to declare a smaller area than the Canvas as the work area. This feature will prevent any of the GRAPHIC options spilling out into the rest of the Canvas.

10.1 DEFINING A WINDOW

- Click the WINDOW Mode icon.
- Select the Window label.
- Select the Define option from the Pull Down Menu.
- The Message area will prompt you to “Define an Area”.
- Indicate the first corner of the WINDOW by pressing EXECUTE anywhere on the Canvas. If you make a mistake press CANCEL and reselect the first corner.
- Move the pointer to the adjacent corner of the required area and press EXECUTE.

The area now bounded by the Crosshair images is your new area.

If a Window is active then the Define option on the Window PDM will be ticked. Also, only the Graphic Studio and Window System Modes may be selected. The QUICK MOVE and SCROLL PAGE facilities will be disabled.

10.1.1 TURNING THE WINDOW OFF

- Click the WINDOW Mode icon.
- Select the Window label.
- Select the Define option from the Pull Down Menu.

The WINDOW will now be turned off and all normal options are now available.

10.1.2 BORDER OPTION

The Border option is selected from the Window label pull down menu. If the Border option is ticked when a window is turned off a border will be drawn around the window in the selected colour. This option has been provided for aesthetic reasons.

10.2 CLEAR

This will clear the current window to white. If no window is defined then the whole Canvas area will be cleared.

- Click the WINDOW Mode icon.
- Select the Clear label.

The area will now be cleared. If you want your area black, simply select the Invert option.

10.3 INVERT

This option is identical to the Clear option except that instead of clearing the area it will turn all black areas white and all white areas black.

10.4 CLEAR ALL

The Clear All option clears the entire Page area in memory. There is no UNDO function on this action so you are asked to confirm the option before continuing.

10.5 GRAPHICS WITHIN A WINDOW

All the GRAPHIC outputs are confined to the window area. This includes lines and shapes. If a shape is defined and only a portion of it comes within the window, then only that portion is drawn.

With line drawing the origin of the line may be outside the window and the destination may also be outside, but only the part of the line crossing the window is displayed.

Fill is confined to the window area. If the starting position for Fill is outside the window then no action will take place. For this option you must begin within the window.

Spray and Pen can commence at any position on the Canvas, but only when the Crosshair enters the window will any graphics appear.

Shapes may be defined normally (Outside, Inside or Overlapping the window). The portion of the shape within the window will be drawn; the full size replica is still retained but again, when fixing replicas only the relevant portion is drawn.

Symbols will only be displayed if all of the symbol is within or can be contained in the window.

11 THE PRINTER MANAGER

The Printer Manager provides all the facilities and variations you should require to get first class printouts from STOP PRESS.

If you own a Commodore Printer, or any other Printer that has the ability to change the logical device number, it must be switched to device 4.

Some Printers are also capable of operating in more than one mode, e.g. MPS 1000.

If the printer driver for your printer does not appear to be functioning correctly, switch the operating mode. This should overcome the problem.

11.1 PAGE

This option will dump the complete Page area.

- Select Print Mode.
- Select the quality and output port you require.
- Click Page.

The Message “Insert Page disc” will appear. If you do not wish to continue then press CANCEL. The current Page portion will be saved to disc to ensure any alterations are stored in their correct position.

The processor will then move to the top of the current Page and Load the appropriate portions. When the top of the Page is in position the ready to be printed the message “Printer Ready. EXECUTE or CANCEL” will appear. Make sure your printer is switched on and On Line. Press EXECUTE to start the printout.

If you are using a printer with a 7 bit head (e.g. MPS 801), then the page will become longer as you print out your page. This will cause the page to exceed the paper length. You should therefore omit the final page section from your Page Design.

11.2 SCREEN

This option will dump the current Canvas view.

Figure 21 — What you see is what you get.

- Select Print Mode.
- Select the quality and output port you require.
- Position the Canvas.
- Click Screen.

Press EXECUTE to continue. Pressing CANCEL will abort the option.

11.3 DEFINE

This option will print out a defined area of your Page.

- Select Print Mode.
- Select the quality and output port you require.
- Click Define.
- The Preview Mode will be entered. Define the area to be dumped.

Press EXECUTE to continue. Pressing CANCEL will abort the option.

11.4 QUALITY

Select the quality of your printout. Standard is ideal for judging the overall layout of the Page. Use the NLQ option for printing your final copy.

NOTE FOR USERS OF PRINTERS ONLY CAPABLE OF 480 DOTS:

Some printers do not allow a higher density print option, and can only print out a maximum of 480 dots horizontally. The MPS 801 is typical of this type of printer.

Where this is the case the Standard and NLQ options would have very little difference, and you would not be able to fit the full width of the Page on standard size printer paper.

We have incorporated a reduction routine that allows the full width of the Page to be displayed and this is the Standard option with such printers.

The NLQ option remains unchanged but it will only dump the first 480 dots on any horizontal line.

11.5 OUTPUT

The Page data can be sent to the parallel port, the serial port or the RS 232 port. So you can select whichever port your printer is connected to. The default setting is serial, and your printer should be set to device 4 if it is fitted with a hardware switch.

11.5.1 SERIAL

It your printer is connected to the computer via the serial port, either directly or through an interface card, then this option must be ticked.

Selecting serial even when it is already ticked gives you the opportunity to set the secondary address. This is initially set to 0 and should only be altered if you are using an interface card which requires a particular secondary address to function correctly.

NOTE: Care must be taken when entering the Secondary address. Some interface cards do not have a reset capability, and therefore entering a wrong or invalid secondary address can cause the interface card to lock in a particular mode. If this does occur you may have to power down the computer to reset the interface card, and reload STOP PRESS.

11.5.2 PARALLEL

If your printer is connected via a centronics lead to the parallel port then click this option for your output.

11.5.3 RS232

You may have your printer connected via the RS232. If so, when you select it as the output device you will be prompted to enter the appropriate control word. The control word is made up of two control characters which dictate the baud rate, word length, parity, etc.

Your control word is entered as two numbers. The first number is the Control Register, the second is the Command Register.

The following diagram shows how different values are arrived at.

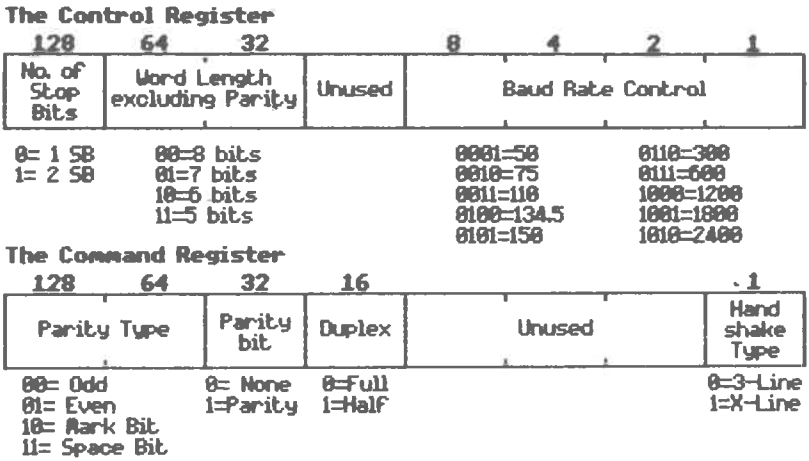


Figure 22 — The Control and Command Registers.

A typical syntax would be:-

Enter Control Register: 6 <RETURN>

Enter Command Register: 0 <RETURN>

This would give one stop bit, eight bits per word, 300 baud, no parity bit, full duplex, and three line handshake.

Or alternatively:-

Enter Control Register: 38 <RETURN>

Enter Command Register: 96 <RETURN>

would assign a seven bit word and even parity.

As the Commodore 64 does not cater for a user baud rate the program will reprompt for the Control Register if the lower four bits of the Control Register are equal to zero.

11.5.4 LINEFEED

The Linefeed option can be ticked if you wish the program to send linefeeds to the printer. Most printers do this automatically, but some still require the computer to issue linefeeds.

12 THE FONT AND PATTERN DESIGNERS

Both Designers are identical in operation, only their respective toolboxes differ. Therefore this description will explain the DESIGNER and deal with the different toolboxes separately.

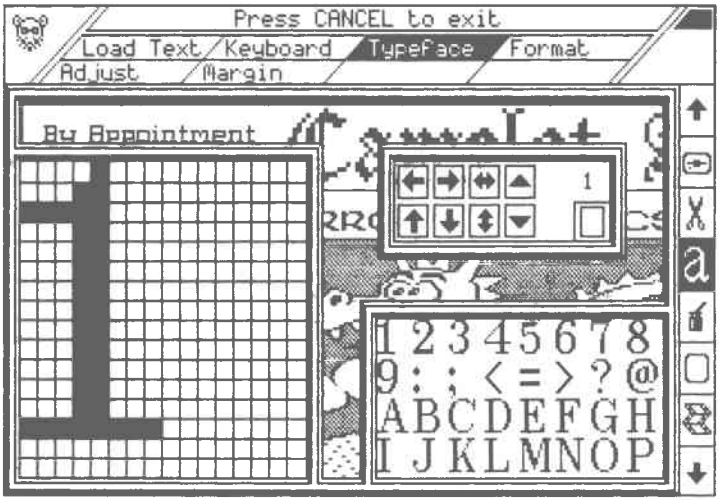


Figure 23 — The Font Designer.

12.1 DESIGNING

Move the pointer into the Designing Window, and press EXECUTE. The pixel will change state. If EXECUTE is kept pressed then all pixels pointed to in the Designing Window will reflect the state of the first pixel selected.

The results of any alteration you make in the Designing Window will be shown in the Character Display Window at the correct location.

If you design your own font, make sure that all your characters are butted up to the left edge of the designing grid and that the tops of the uppercase characters are up to the top of the designing grid. Following these two simple rules will means that your font will have proper proportional spacing when typed out. If you are still unsure how the fonts should be adjusted, examine some of the supplied fonts. They all follow the rules except where a desired visual effect is required (e.g. Currell).

12.2 SELECTING A FONT

Move the pointer to the Character Display Window and click any character. The character will be enlarged in the Designing Window. You may then make any alterations necessary.

Any character may be moved from one character position to another. Select the target character position in the normal way then point to the character to the moved and press MOVE. An exact image of the moved character will appear at the target position.

12.3 THE TOOLBOXES

When are you are designing characters it is inevitable you will have some in slightly wrong positions in relation to the other characters. Rather than redefining the character, use the scroll character arrows. No data will be lost, the character wraps around the grid.

Use the double arrow icons to flip the character Left/Right or Up/Down.

To Clear any character first select the character, then double click the outline box icon in the bottom right of the toolbox.

The FONT toolbox has two icons for scrolling through the complete font store; they are triangle icons. Use them to scroll up and down the font store.

Above the Clear icon there will be a character. This is provided for your reference; it will always display the character you should be designing. If you do not design your font to correspond with the character reference then you may design your characters in the wrong position.

The PATTERN toolbox has two icons for symmetrical lock; they are double dot icons. The top icon locks the horizontal, the lower icon locks the vertical. These icons will highlight if selected. They allow you to design symmetrical patterns very easily.

To exit from either Designer press CANCEL.

NOTE: If you wish to design your own font, you may either use another font as a guide, or load the Empty font which will clear the whole font store.

13 ERRORS

13.1 FILING SYSTEM

Action	Error	Reason
Page load	File not Found	Not a Page Disc. B. Directory not found.
		Page Disc is in the wrong drive.
Page save	Disc Changed	Not the same Disc from which the Page was loaded.
SP File load	File not Found	This error should not occur. If it does then you have changed discs between the directory and the load operation.
Drive	Device not present	An attempt was made to set a device that does not exist or is not switched on.

13.2 IMAGE EDITOR

Action	Error	Reason
Rotate 90 or 270	Area too large	The area you have just defined will not Rotate because it will exceed the height of the Canvas when Rotated.
Stretch x 2	Area too large	The area you have just defined will not Stretch because it will exceed the Canvas size in at least one plane.

13.3 TEXT PROCESSOR

Action	Error	Reason
Keyboard	Margin too small	The character you attempted to type will not fit between the margins.

13.4 WINDOW SYSTEM

Action	Error	Reason
	Window Open	Only Graphic Studio and Window System are available when a window is active.

13.5 SCROLL PAGE ARROWS

Action	Error	Reason
Scrolling the Page	File not Found	Not a Page Disc, B. Directory not found.
		Page Disc is in the wrong drive.
	Disc Changed	Not the same Disc from which the Page was loaded.

APPENDIX 1 — FONTS

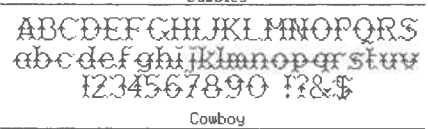
Abel

Adventure

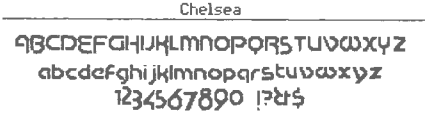
Bradley

Bubbles

Chelsea



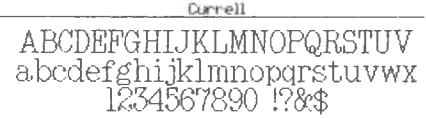
Cowboy



Cuptino

Currell

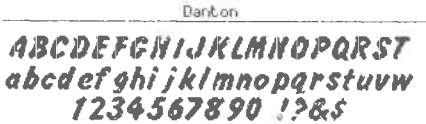
Cute



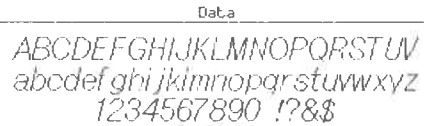
Daisywheel

Danton

Data



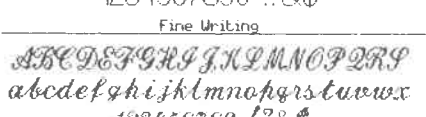
Felt Tip



Fine Italic

Fine Writing

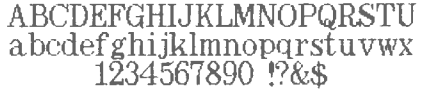
Flash



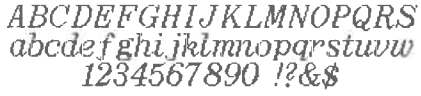
Flowing

Futuristic

Solo



Standard

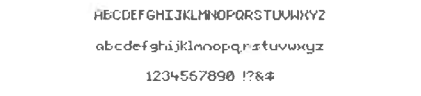


Standard Ital

Stencil

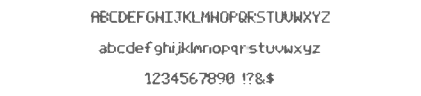
Street

System



Teeny

Theatrical

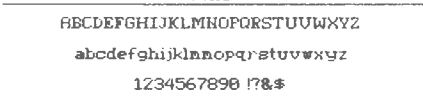


Thin

Tools

Wella

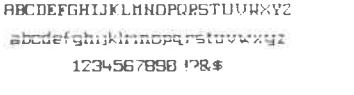
3rd Dimension



70 Serif

80 Column

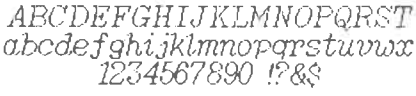
Happy



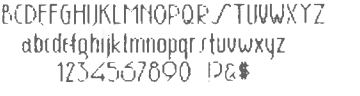
Hitech 70

Large

LED



Light Italic



Light Line

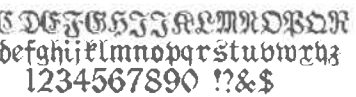
Metalwork

Military

Modern

Odin

Old English



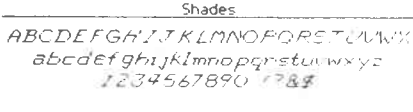
Old German

Pump

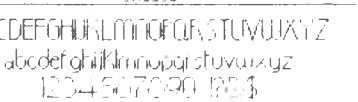
Sausage

Shades

Shadow

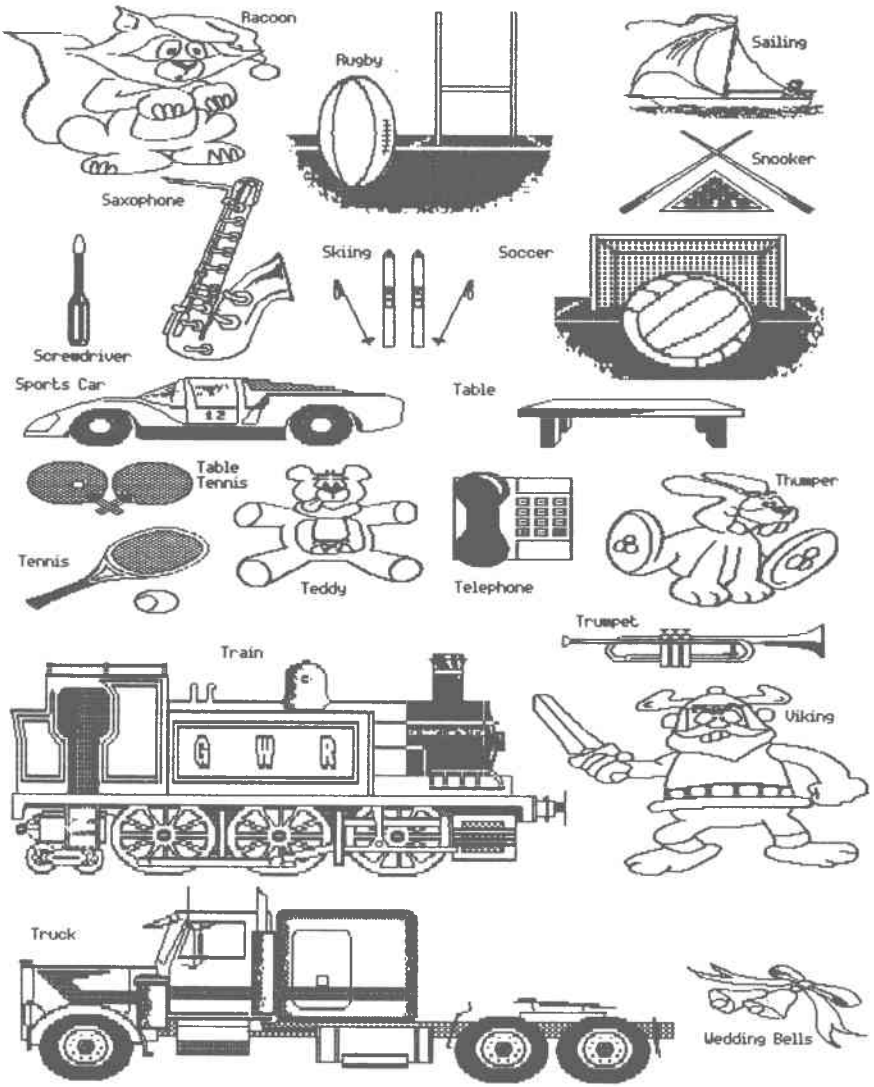


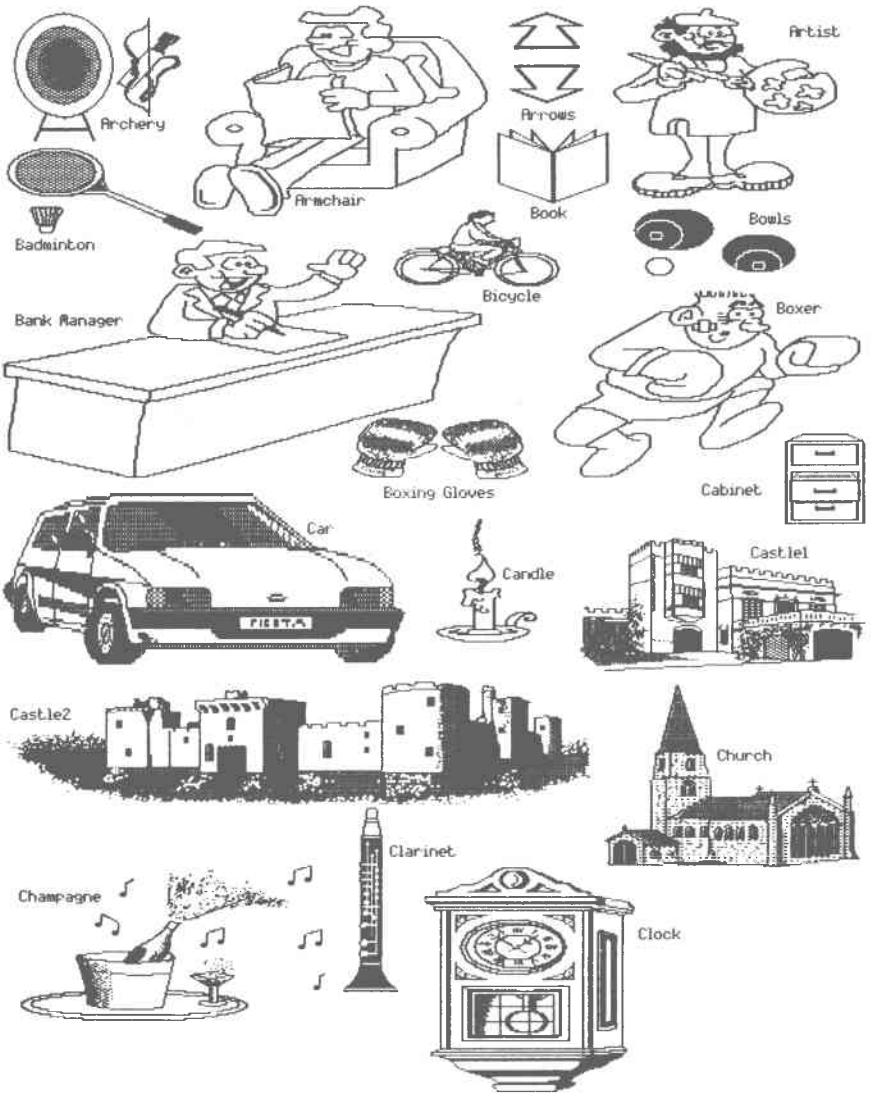
SItalic

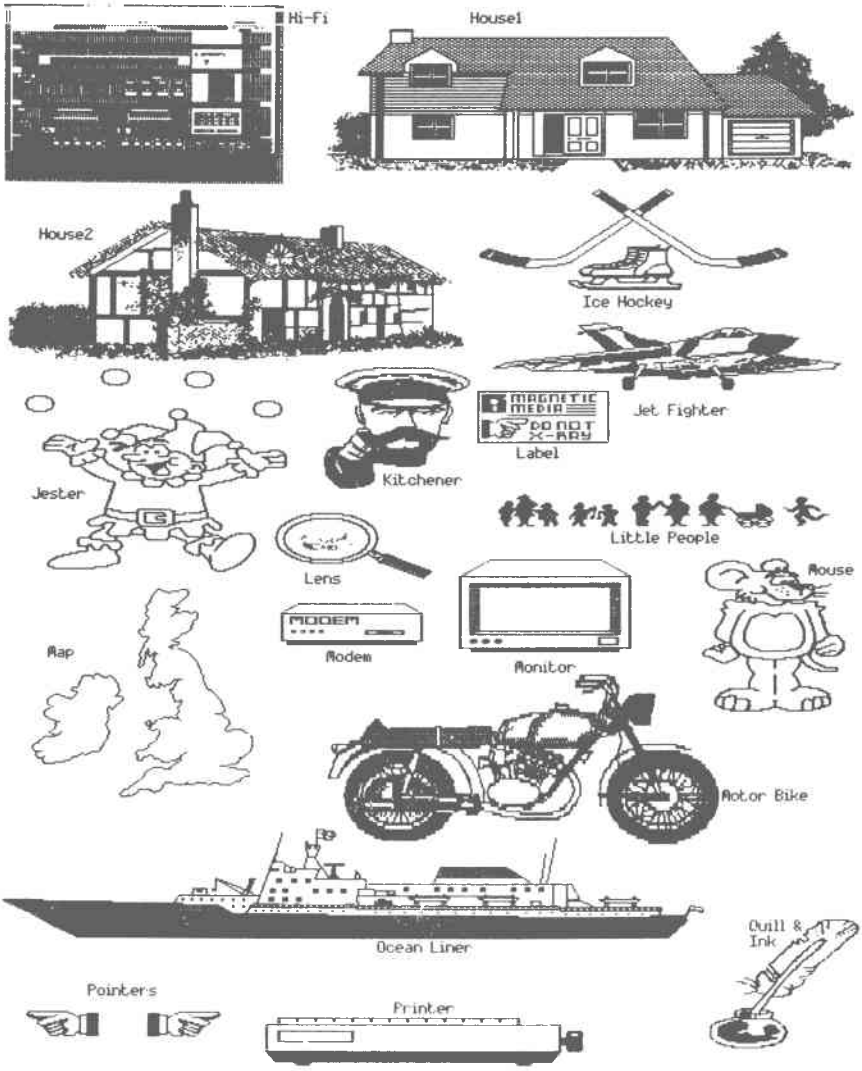


Sleek

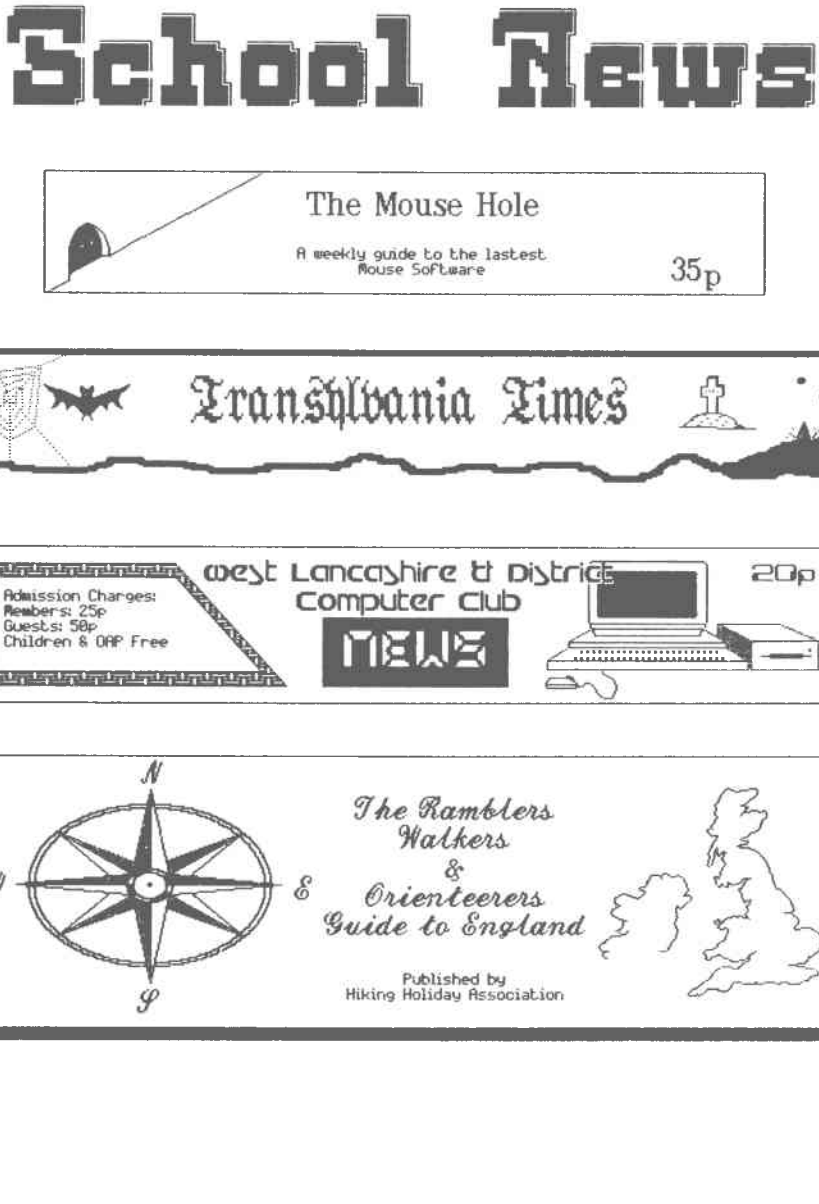
APPENDIX 2 — CUTOUTS




Archery
Armchair
Arrows
Artist
Badminton
Book
Bowls
Bicycle
Bank Manager
Boxer
Boxing Gloves
Cabinet
Car
Candle
Castle1
Castle2
Church
Clarinet
Champagne
Clock


Hi-Fi
House1
House2
Ice Hockey
Jet Fighter
MAGNETIC MEDIA
DO NOT X-RAY
Label
Kitchener
Jester
Little People
Lens
Mouse
MODEM
Modem
Monitor
Map
Motor Bike
Ocean Liner
Quill & Ink
Pointers
Printer

APPENDIX 3 — SAMPLE PAGES



The Auto-Flow Reporter

Coin Op Publishing

Arcade Publishing is the lastest novel idea to come from AMS. "CAXTON" the first ever Coin-Op publisher will be unveiled at the P.C.W. show where you can design your news copy on the news machine. The prototype has an enviable specification, it is compatible with every Wordprocessor, it has built in Spelling and Grammer checkers and has over 1 million digitised pictures.

SEE IT AT THE SHOW

Simpson & Smith shares Rocket to new heights

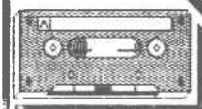
The Stockmarket has gone wild at the prospect of acquiring shares of the highly successful group Simpson & Smith. Shares once valued at 38p are changing hands at 258.5p. The rise in favour of the company stems from rumours that they will be involved in a takeover bid for one of the worlds leading computer firms.

Continued Page 7 >

Unfair Law

World chiefs decided today to outlaw computer dating. This news will come as a terrible shock to many University students who do not have time to meet people in the normal way, and rely on their computers for company. As from 1st May it will be illegal for any person to be seen in the open with a computer. Special dispensations are available for business men who need to carry a computer in order to contact their offices. But if this law is allowed to stand it will not be long before even these innocent people will be considered perverts as they sneak into telephone booths to log on. Affection for the computer can not allowed to die because of small minded bureaucrats. AFF is starting a Demostration to have this law repealed.

SUPPORT US!



Fast Forward

The Tape Specialists

Check your Yellow Pages for the nearest stockists

Contact

Well we asked for it and now we've got it! Response to our Radio signals that were sent in the 70s. High in the Andes the World Astronomical Centre has been flooded with binary coded messages proving that the senders are sentient beings from another Star system. Experts have calculated that the messages would have been sent within the last two years. This means that intelligent life is closer than we imagined. The worlds most powerful computers are working 24 hrs. deciphering the signals and some early transcripts have led the experts to believe that the origin of the signal could be Alpha Centauri. Also it is highly probable that they are capable of interstellar travel. IF this is the case and they left their home Planet soon after the signal they could be with us at any time.

Magnetic Media Ltd.

The Ultra Efficient Data Courier Service.

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Fleet
Iceland

Software Stardom

Do you want to become a Software Star?. Have you got that ultimate program tucked away in the corner of your brain? Well why not let our Vulcatronic Mind Melder coax that potential No.1 best seller from the recesses of your skull. We will develop the results of your Mind Meld and Market the product under a Super Fab title.

BRAINDRAIN INC.
MARTIAN COLONY
BRADBURY
PHOBOS
******

Time Travel now a reality.

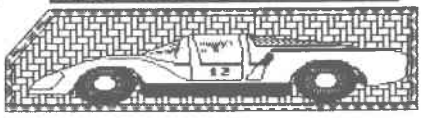
The recent unexpected announcement that Wells Inc. are to put on sale their latest development, the TM01 time machine has caused chaos in major cities all over the world. Central telephone exchanges and postal sorting offices have been inundated to the point of confusion by advance orders suspected to reap profits of over 9.5 billion dollars for the American subsidiary of Trans-Atlantic Systems, who have offered to provide over 3000 temporary jobs to cope with the extra work.

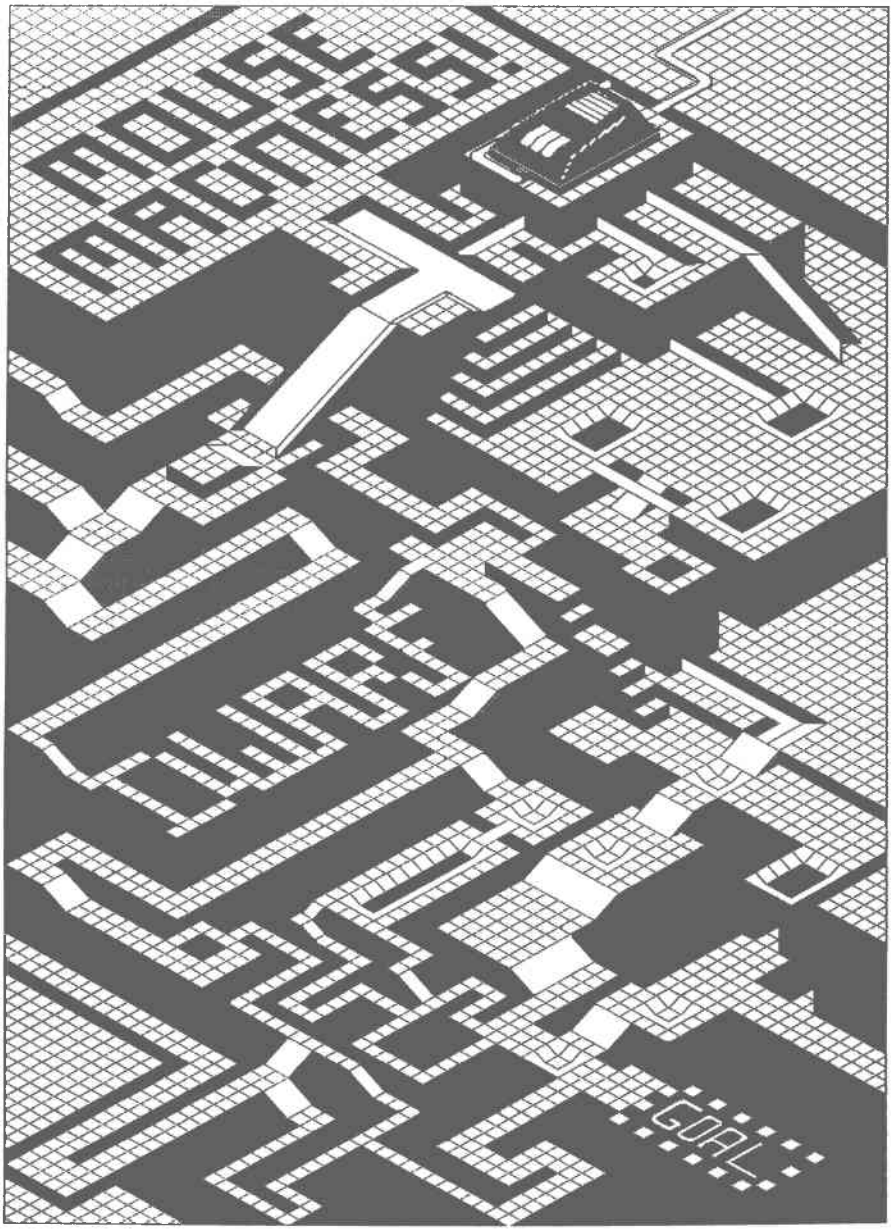
The machine will probably be on sale later this year at around $156.00, and consists of a standard headset with sensors receiving signals from the brain.

PRIZES ! PRIZES ! PRIZES !

TRY THIS WEEKS EASY PUZZLE AND YOU COULD BE DRIVING THIS TURBO CHARGED, FOUR WHEEL DRIVE SPORTS COUPE. FULL DETAILS ON PAGE 11. >>

This Weeks Star Prize




MOUSE
GOAL!

AMX CONTROL —
A MOUSE OPERATING SYSTEM

SECTION 2

1 INTRODUCTION

CONTROL provides the necessary extensions to CBM BASIC to create a WIMP environment similar to those on the latest 16 bit machines. CONTROL commands merge with normal BASIC commands enabling you to design your own mouse programs entirely in BASIC. For the more advanced programmer, the manual contains information on using CONTROL commands from machine language.

Over 30 extra commands are provided in CONTROL. Most of the command effects are only visible in Hires mode, so you should issue a HIRES command to view the screen. Each command is explained in this section, and the more complex commands are accompanied by examples of how they would be contained in your program.

TO LOAD CONTROL: LOAD "CONTROL",8,1 <RETURN>

Some of the features include:-

WINDOWS overlapping in any colour.
ICONS or text at any pixel position.
MENUS containing selectable, ticked and non-selectable options.
POINTER control from Mouse, Joystick or Keyboard.
Hi-resolution screen mode.
Headers with text and mouse symbol.
Store and retrieve any screen area.
Adjustable background pattern.
Set colour for any area.
Load and Save any memory block.
Error trapping.
Line drawing.
Usable from BASIC or Machine language.

1.1 GENERAL

Throughout the guide various abbreviations and common terms are used.

The MOUSE is taken as the input device. This attitude is adopted because other devices only simulate the mouse. Joystick or Keyboard users should refer to the relevant section for details on setting them as input devices.

EXECUTE, MOVE and CANCEL are the terms applied to the mouse buttons. The left button is EXECUTE; this is the main button. MOVE is the centre button. Some actions are direct move operations such as moving an icon; this action may also be described as DRAGGING. CANCEL is on the right, and may be used to finish operations such as line drawing.

CLICKING is the action of pressing a mouse button, normally EXECUTE. For example, in the ICON DESIGNER you may be asked to CLICK one of the tools, you would then move the pointer until it was over the tool required then press EXECUTE. The program will then take the appropriate action.

A POINTER is the icon presently under mouse control. The movement of the POINTER on the screen is a direct reflection of how you move the mouse.

ICONS are graphic images of the functions. Each ICON is 16 x 16 pixels therefore placing ICONS on the screen requires 2 x 2 character spaces. The ICON DESIGNER allows you to create your own ICON sets.

X and Y coordinates refer to character positions. X is the horizontal and Y is the vertical. The range for X is 0-39 and Y is 0-24.

PX and PY coordinates refer to pixel positions. PX is horizontal and PY is vertical. The allowable range for PX is 0-319 and PY is 0-199.

1.2 OTHER INPUT DEVICES

If you do not own a Mouse you can still use CONTROL. By issuing a DEVICE command you can make either the Keyboard, Joystick or 1351 Mouse respond to your directives.

The DEVICE command has four settings:-

DEVICE 0: AMX MOUSE.
DEVICE 1: JOYSTICK and Joystick emulating Mouse.
DEVICE 2: KEYBOARD.
DEVICE 3: CBM 1351 MOUSE.

2 THE CONTROL COMMANDS

This section gives the syntax for all the CONTROL commands. The CONTROL commands may be freely mixed with existing BASIC commands to give your computer a powerful Mouse environment.

One small problem can occur when a CONTROL command follows an IF .. THEN structure. The BASIC interpreter expects one of its own commands to follow the THEN. This can be overcome by preceding the CONTROL command with a colon.

e.g. 50 IF PEEK(693) = 0 THEN:LOOP7

BLOCK x,y,width, height Minimum abbr: B <shift> L

Example: BLOCK 6,8,2,2

BLOCK sets the rectangular area formed by the parameters to the current COLOUR. Areas can be made to change colour without altering the screen data.

```
e.g.    50 FOR C=1 TO 15
        60 COLOUR 0,C
        70 BLOCK 2,2,16,16          REM *** Do Block in Colour C ***
        80 NEXT C
```

COLOUR ink,paper Minimum abbr: CO <shift> L

Example: COLOUR 0,1

Sets the foreground (ink) and the background (paper) status. DESK, WINDOW and BLOCK all use the current COLOUR status. The numbers for COLOUR are the same as used by Commodore for POKE operations. See your 64 User guide.

```
e.g.    50 for C=1 TO 15
        60 COLOUR 0,C
        70 WINDOW 1+(C*2),1+C,8,8
        80 NEXT C
```

DESK byte,byte Minimum abbr: DE <shift> S

Example: DESK 170,85

Clears the Hires screen to the background DESK pattern. Using this command will wipe all data on the Hires screen, therefore it should be used early in program. The standard pattern in 170,85 but any two numbers between 0-255 may be used. The numbers are arrived at in the same manner as designing characters.

Bit value	128	64	32	16	8	4	2	1	
Byte	1	0	1	0	1	0	1	0	= 170
	0	1	0	1	0	1	0	1	= 85

e.g. 10 HIRES

20 DESK 170,85 REM *** Set background pattern ***

DEVICE device Minimum abbr: DE <shift> V

Example: DEVICE 0

Selects the current input device. The Mouse or Joystick should be installed in Port 2.

DEVICE 0 AMX MOUSE.
DEVICE 1 JOYSTICK or JOYSTICK emulating Mouse.
DEVICE 2 KEYBOARD.
DEVICE 3 CBM 1351 MOUSE.

Keyboard:	Q = Left		W = Right		A = Up	S = Down
Buttons:	f1	EXECUTE	f3	MOVE	f5	CANCEL
Joystick:	FIRE	EXECUTE	f3	MOVE	f5	CANCEL
CBM 1351:	Left	EXECUTE	f3	MOVE	Right	CANCEL

If you intend your program to be used by a third party, you should not issue a DEVICE command within the program. This allows other users to enter their relevant DEVICE command prior to running your program.

DRAW px,py Minimum abbr: D <shift> R

Example: DRAW 319,100

Line drawing is always a welcome feature, and although it is not essential in mouse software its addition may well enhance your program. The command will DRAW a line to the stated pixel coordinates. DRAW also alters the pixel origin to enable continual DRAW commands to be issued. DRAW also uses the FX status to allow greater variety to your line drawing.

```
e.g.    100 MOVE 8,8
        110 FX 1                    *** Set DRAW ink to Black ***
        120 DRAW 312,8
        130 DRAW 312,192
        140 DRAW 8,192
        150 DRAW 8,8
```

FIND menu,item Minimum abbr: F <shift> I

Example: FIND 0,1

To discover the status of any item in any menu use the FIND command. The result of FIND is stored in location 692. PEEK (692) AND 7 will always give the result of the last FIND command and the value obtained is the same as those in the SETMENU table.

```
e.g.    50 LOOP 0
        60 X=PEEK(682):Y=PEEK(683)
        70 IF Y>0 THEN ..... Continue Program
        80 IF X>2 AND X<7 THEN:MENU0
        90 M=PEEK(690):O=PEEK(691)
        100 FIND M,O
        110 R=PEEK(692) AND 7
        120 IF R=0 THEN ..... etc.
```

FONT font Minimum abbr: FO <shift> N

Example: FONT 1

The character set provided within CONTROL has been designed to allow it to be displayed in four different ways.

0 Normal
1 Bold
2 Italic
3 Bold italic

e.g. 10 HIRES

20 DESK 0,0

30 FONT 2

40 GPRINT 33,48,"Press a Key"

FX n Minimum abbr: FX

Example: FX 2

The FX command allows bitwise operations on the screen. The commands GICON, DRAW and PLOT use the FX status to govern how they are displayed.

0 Wipe	(bitwise AND)	DRAW White
1 Over	(bitwise OR)	DRAW Black
2 Invert	(bitwise EOR)	DRAW Inverse

e.g. 10 HIRES

20 DESK 170,85

30 FX 2

40 GICON 33,48,48

GICON icon,px,py Minimum abbr: G <shift> I

Example: GICON 20,304,184

The command GICON places the required ICON at pixel position px,py. GICON reacts to the current FX status.

e.g. 10 HIRES

20 DESK 170,85

30 GICON 33,48,48

GPRINT px,py,“string” Minimum abbr: G <shift> P

Example: GPRINT 57,107,“Press a Button”

Places the required string at pixel positions px,py. GPRINT also reacts to current FX and FONT status.

e.g. 10 HIRES

20 DESK 0,0

30 GPRINT 15,93,“Press CANCEL to continue”

HEADER “string” Minimum abbr: H <shift> E

Example: HEADER “File Options Goodies”

Places the designated string into a specially designed window at the top of the screen. The string may contain any information Program title, Promps, Menu options, etc. The HEADER also acts as the bar for all pull down menus.

e.g. 10 HIRES

20 DESK 170,85

30 HEADER “File Options Effects Device”

HELP n Minimum abbr: HE <shift> L

Example: HELP 1

Want to know the number of a particular ICON? HELP provides a visual guide to all the current icons and their numbers.

```
HELP 0    ICONS    0 - 31
HELP 1    ICONS   32 - 63
HELP 2    ICONS   64 - 95
```

HIDEPOINTER Minimum abbr: HI <shift> D

To remove the pointer from the screen use the command HIDEPOINTER. The pointer should only be hidden when mouse directives are not available.

e.g. 100 LOOP 7

110 HIDEPOINTER REM *** Remove Pointer before loading ***

120 MLOAD “MYICONS”,8,52224

HIRES Minimum abbr: H <shift> I

Enters hiresolution graphic mode, providing the ideal environment to develop your program. This is the highest resolution mode available on the 64 and is normally addressed pixel by pixel.

The HIRES screen is 320 pixels wide by 200 pixels high.

Typing HIRES does not affect the hires screen so you may toggle between TEXT mode and HIRES mode as much as you wish.

RUN STOP/RESTORE does corrupt the HIRES screen; this is caused by the 64 resetting locations used by the HIRES screen.

e.g. 10 HIRES: REM *** Turn on Hires screen ***

ICON icon,x,y Minimum abbr: I <shift> C

Example: ICON 20,37,22

The command ICON places the required ICON at character position x,y. ICON numbers are (0-95) inclusive.

e.g. 10 HIRES

20 DESK 170,85

30 FOR I=0 TO 4

40 ICON 33,4,2+(I*3)

50 NEXT I

INFO Minimum abbr: IN <shift> F

During program development it is useful to know the RESERVED memory, WINDOW memory still available, etc. The command INFO provides all this information when entered direct in TEXT mode.

LOOP condition Minimum abbr: LO <shift> O

Example: LOOP 0

The three buttons have been assigned the terms EXECUTE, MOVE, CANCEL. EXECUTE is the left button, MOVE the centre button and CANCEL the right. LOOP moves the current POINTER until the following condition becomes true.

Value	Condition
0	Execute pressed
1	Move pressed
2	Cancel pressed
3	Execute released
4	Move released
5	Cancel released
6	Any button pressed
7	Any button released

After a LOOP command the following locations may be PEEKed.

PEEK	Result
679	Lo byte of horizontal pixel position (0-255)
680	Hi byte of horizontal pixel position (0-1)
681	Vertical pixel position (0-200)
682	Horizontal character position (0-39)
683	Vertical character position (0-24)
693	EXECUTE status (0-1)
694	MOVE status (0-1)
695	CANCEL status (0-1)

e.g. 90 TPRINT 10,10,“Press EXECUTE to Continue”

100 LOOP 6

110 R=PEEK(693)

120 IF R=0 THEN:LOOP7:GOTO 100

130 TPRINT15,12,“OKAY”

MAKEMENU menu,x,items,“string” Minimum abbr: M <shift> A

Example: MAKEMENU 0,3,3,“Load,Save,Directory”

To create the data for a pull down menu use the command MAKEMENU.

The first parameter (menu) is a number 0 - 5; this is the menu number and is used for any future calling of this menu.

The second parameter (x) is the tab position of the menu, i.e. if the value of x = 3 then the menu will appear 3 spaces from the left edge.

The third parameter (items) is how many data items you wish to appear on the menu. The maximum allowable number is 21.

The final parameter (“string”) is the data for the menu. The data should be separated by commas and there must be data for each item given in parameter (item). Each data item must not exceed 10 characters. If you wish a blank line to appear in your menu then two commas together will give this effect, i.e. (“Load„Save”). Because the maximum line length on the CBM 64 is 80 and theoretically it is possible to have a menu containing 210 characters string concatenation may be necessary.

e.g.
```
10 HIRES
20 DESK 170,85
30 HEADER “File Options”
40 A$=“Open,Continue”
60 B$=“Close”
70 C$=A$+B$
80 MAKEMENU 0,3,3,C$
```

MENU menu Minimum abbr: M <shift> E

Example: MENU 0

To call the data created by MAKEMENU use the MENU command. The menu will remain displayed as long as the EXECUTE button is pressed. If the POINTER is in the menu area, selectable options will be highlighted as the POINTER moves over them. When the button is released the results may be PEEKed from locations 690 (last menu) and 691 (last option).

e.g. 10 HIRES

20 DESK 170,85

30 HEADER "File Options"

40 MAKEMENU 0,3,3,"Open,Continue,Close"

50 LOOP 0

60 X=PEEK(682):Y=PEEK(683)

70 IF Y>0 THEN ..... Continue Program

80 IF X>2 AND X<7 THEN:MENU0

MLOAD "filename",device,address Minimum abbr: M <shift> L

Example: MLOAD "ICONS",8,52224

Have you ever wanted to Load a program to any location? Well, now MLOAD enables a file on disc or tape to be force loaded to any address without altering BASIC's start address. The main use for this command will be loading icons into their respective banks or loading mcode routines.

Icon Bank 0 50176
Icon Bank 1 51200
Icon Bank 2 52224

MOVE px,py Minimum abbr: M <shift> O

Example: MOVE 160,100

MOVE sets the pixel origin for any DRAW command. MOVE should be issued prior to DRAW unless joined lines are required.

e.g. 100 MOVE 8,8

110 DRAW 312,8

MSAVE “filename”,device,start,end Minimum abbr: M <shift> S

Example: MSAVE “ICONS”,8,52224,53247

Complementing MLOAD you can also MSAVE any portion of the memory. MSAVE saves any block of memory to disc or tape. The final parameter may be given in the alternate form ,52224+length. This enables standard length blocks of memory to be dumped.

PLOT px,py Minimum abbr: P <shift> L

Example: PLOT 160,100

PLOT allows individual pixels to be set. The current FX status governs how the pixels are put on the screen.

```
e.g.    100 FOR X=0 TO 319 STEP 8
        110 FX 2                    *** Set PLOT ink to Inverse ***
        120 PLOT X,100
        130 NEXT
```

POINTER pointer, mask Minimum abbr: PO <shift> I

Example: POINTER 0,1

The POINTER requires two icons. This ensures that the POINTER remains visible over all colours. The first parameter decides the appearance of the POINTER itself, the second parameter is the mask. The mask is normally a larger solid version of the POINTER icon. Study the icons provided from within the ICON DESIGNER to see the definition of the mask.

```
e.g.    10 HIRES
        20 DESK 170,85
        30 POINTER 4,5              REM *** Select Pencil as the Pointer ***
```

PULL Minimum abbr: PU <shift> L

Restores the last area PUSHed to its original state. If no window has been pushed or the last window has already been pulled then an error will occur. The locations 688,689 point to the next area to be PULLed.

```
e.g.    100 WINDOW 2,2,16,16
        110 TPRINT 3,3,"STORED WINDOW"
        120 PUSH 2,2,16,16
        130 WINDOW 2,2,16,16
        140 TPRINT3,3,"PRESS A KEY"
        150 GETA$:IFA$=""THEN150
        160 PULL                    REM *** Retrieve window area ***
```

PUSH x,y,width,height Minimum abbr: P <shift> U

Example: PUSH 12,12,4,5

The PUSH command stores the rectangular area described into the reserved memory block, preserving the area for later recall if required. More than one window may be PUSHed. There must be enough memory RESERVED to hold the area.

```
e.g.    100 WINDOW 2,2,16,16
        110 TPRINT 3,3,"STORED WINDOW"
        120 PUSH 2,2,16,16          REM *** Store window area ***
        130 WINDOW 2,2,16,16
        140 TPRINT3,3,"PRESS A KEY"
        150 GETA$:IFA$=""THEN150
        160 PULL
```

RELEASE Minimum abbr: RE <shift> L

Frees memory previously RESERVED. This command is intended for use by the programmer to make memory available again. It can be used within a program to RELEASE any memory that previous programs have RESERVED.

RESERVE bytes Minimum abbr: RES <shift> E

Example: RESERVE 8000

Reserves a block of memory for pull down menus and window storage. If you intend to use MENUs or PUSH areas, then memory MUST be RESERVED. A reasonable amount to start with is 8000 about 8k, that's enough for one whole screen. A BASIC error is generated if there is insufficient room for storage. RESERVE alters the top of RAM free to BASIC, therefore it is advisable to issue the RESERVE command early in the program, and to follow it with a CLR command. Any variables declared prior to the CLR will have their values reset to 0. The new value for ramtop is at locations 686,687.

e.g. 10 RESERVE 8000:CLR

20 HIRES

30 DESK 170,85

SCRAP Minimum abbr: S <shift> C

Removes information relating to next area to be PULLed. This command is intended for use in optional windowing systems. An error will occur if there is no window to SCRAP.

SENSITIVITY n Minimum abbr: SE <shift> N

Example: SENSITIVITY 2

Decides how the POINTER responds to the current input device. The range of SENSITIVITY is 1-5. The lower the number the more sensitive. The amount of SENSITIVITY for any particular DEVICE is a matter of personal preference.

NOTE: SENSITIVITY does not affect the 1351 Mouse when it is being read as DEVICE 3.

SETMENU menu,item,status Minimum abbr: SET <shift> M

Example: SETMENU 0,2,1

Initially all the values in the MENU are set to 0. To alter any item in any of the menus the SETMENU command is used.

The first parameter (menu) refers to the menu to be altered. The second parameter (item) refers to the item to be altered.

PLEASE NOTE: The items in all the menus begin at item 0, not 1 as you might expect. The third parameter (status) is the value you wish the item to have.

Value	Selectable	Greyed	Ticked
0	Yes	No	No
1	No	No	No
2	Yes	Yes	No
3	No	Yes	No
4	Yes	No	Yes
5	No	No	Yes
6	Yes	Yes	Yes
7	No	Yes	Yes

e.g. 10 HIRES

20 DESK 170,85

30 HEADER “File Options”

40 MAKEMENU 0,3,3,“Open,Continue,Close”

50 SETMENU 0,1,3

60 SETMENU 0,2,3

SETPOINTER px,py Minimum abbr: SE <shift> T

Example: SETPOINTER 160,100

To alter the position of the pointer under program control the command SETPOINTER is used. The parameters refer to the screen pixel coordinates of the top left corner of the pointer.

e.g. 10 HIRES

20 SETPOINTER 160,100 REM *** Set Pointer start coordinates ***

30 POINTER 0,1

SHOWPOINTER Minimum abbr: S <shift> H

To display the pointer on the screen use the command SHOWPOINTER. This command is not necessary prior to a LOOP command.

```
e.g.    10 HIRES
        20 SHOWPOINTER          REM *** Display current Pointer ***
```

TEXT Minimum abbr: T <shift> E

Enters or returns to normal mode. This is the mode you see when the computer is switched on.

Messages normally issued by the computer (SYNTAX ERROR, etc.) are not visible in HIRES mode. If your program stops unexpectedly try typing:-

TEXT <RETURN>

If a BASIC error has stopped your program the message will be visible in TEXT mode. Do not exit with RUN STOP/RESTORE as any messages will be cleared with the screen.

```
e.g.    10 HIRES
        20 TPRINT 1,2,"THIS IS HIRES MODE"
        30 PRINTTAB(1)"THIS IS TEXT MODE"
        40 TEXT:                REM * * * Back to Normal display mode * * *
```

TPRINT x,y,"string" Minimum abbr: T <shift> P

Example: TPRINT 3,12,"Enter your name:"

Normal screen printing is not available in HIRES mode. Two commands have been provided to allow printing text at any position required. TPRINT places the designated string at character position x,y. TPRINT reacts to the FONT status but only normal and bold are valid.

```
e.g.    10 HIRES
        20 DESK 0,0             REM *** Equivalent to Clear screen ***
        30 TPRINT 1,1"Welcome to CONTROL"
```

TRAP line number Minimum abbr: T <shift> R

Example: TRAP 1000

Error trapping has been included in CONTROL. This prevents BASIC from exiting on “file not found”, “file exists” or any other error. The command TRAP redirects the flow of the program when an error occurs, to the required line number, where the program should take appropriate action.

e.g. 10 TRAP 1000

20 HIRES

30 .....

1000 TPRINT 10,10,“An error has occurred”

UNTRAP Minimum abbr: U <shift> N

Cancels error trapping and allows normal program flow.

WINDOW x,y,width,height Minimum abbr: W <shift> I

Example: WINDOW 3,4,10,10

WINDOWS are an essential part of mouse software. They organise the screen into defined areas which enable the user to become familiar with the program quickly. WINDOW clears the desired rectangular area to the current COLOUR and then frames the area.

e.g. 10 HIRES

20 DESK 170,85

30 HEADER “File Options Goodies”

40 WINDOW 2,2,16,16

50 WINDOW 20,2,12,4

3 FOR THE MORE ADVANCED PROGRAMMER

The advanced programmer may wish to implement CONTROL commands from machine code. This has been catered for in a very easy to understand manner. Each command has been allocated a command number. You should first store the parameters, if any, for the command at 828, then JSR 39430 with the accumulator holding the command number.

* COMMANDS REQUIRING STRING INFORMATION

The string parameter always takes the form of three bytes (length,lo,hi); length is the total length of the string; lo and hi point to the string start in memory.

e.g. Implement (TPRINT 1,2,"CONTROL") from assembly language.

```
command     EQU     39430
block       EQU     828

start       LDX     #4          ; Five params to move
loop        LDA     params,X    ; Move params
            STA     block,X     ; to 828 ready
            DEX                 ; for the command
            BPL     loop
            LDA     #26         ; TPRINT number in Accumulator
            JSR     command     ; Do it
            RTS                 ; Return to main program

params      DFB     1           ; x
            DFB     2           ; y
            DFB     7           ; length
            DFB     >string     ; lo byte
            DFB     <string     ; hi byte

string      ASC     "CONTROL"
```

The pointer interrupts can be enabled by JSR 39433; this allows the pointer to,,be moved and its position to be peeked regardless of button status. Interrupt off is JSR 39436.

It is recommended that only the documented entry points and command numbers are used. This will ensure compatibility with any future issues of the software.

3.1 COMMAND GUIDE

SYNTAX	PARAMETERS	RANGE	COMMAND NUMBER	
BLOCK	x,y,w,h		33	
COLOUR	ink,paper	(0-15)	3	
DESK	byte,byte	(0-255)	2	
DEVICE	n	(0-3)	6	
DRAW	px,py		36	
FIND	menu,item		30	
FONT	n	(0-3)	27	
FX	n	(0-2)	31	
GICON	icon,px,py		32	
GPRINT	px,py,string		34	*
HEADER	string		8	*
HELP	n	(0-2)	29	
HIDEPOINTER			9	
HIRES			0	
ICON	icon,x,y		22	
INFO			16	
LOOP	n	(0-7)	7	
MAKEMENU	n,x,items,string		24	*
MENU	n	(0-5)	23	
MLOAD	string,device,address		17	
MOVE	px,py		35	
MSAVE	string,device,start,end		18	
PLOT	px,py		37	
POINTER	pointer,mask	(0-95)	15	
PULL			20	
PUSH	x,y,w,h		19	
RELEASE			14	
RESERVE	bytes		13	
SCRAP			21	
SENSITIVITY	n	(1-5)	28	
SETMENU	n,item,status		25	
SETPOINTER	px,py		11	
SHOWPOINTER			10	
TEXT			1	
TPRINT	x,y,string		26	*
TRAP	line number		4	
UNTRAP			5	
WINDOW	x,y,w,h		12	

3.2 CONTROL WORKSPACE AND USEFUL LOCATIONS

679 680.....pixel position x
681.....pixel position y
682.....character position x
683.....character position y
684.....pointer icon number
685.....mask icon number
686 687.....top of memory free to BASIC and variables
688 689.....pointer for next PULL menu
690.....last menu called
691.....last option selected
692.....option status set by FIND
693.....exec status : 0 = clear : 1 = pressed
694.....move status : 0 = clear : 1 = pressed
695.....canc status : 0 = clear : 1 = pressed
696.....current device
697.....current font
698.....current colour
699 700.....trap line
701.....error number
702 703.....error line
704.....sensitivity
705 706 707.....draw origin

HEX	DEC	
$E000	57344	Hires screen
$C000	49152	Hires colour
$C400	50176	Icon bank 0
$C800	51200	Icon bank 1
$CC00	52224	Icon bank 2
$033C	828	Parameter block

3.2.1 ENTRY POINTS

$9A00	39424	Cold start
$9A03	39427	Warm start
$9A06	39430	Commands
$9A09	39433	Pointer IRQ on
$9A0C	39436	Pointer IRQ off

3.3 CONTROL ERROR MESSAGES

PARAMETER ERROR	: A parameter exceeds the range
WINDOW MEMORY ERROR	: Insufficient memory for MENU or PUSH
NO WINDOW ERROR	: No window to PULL or SCRAP
MENU NOT DEFINED	: The MENU has not been declared with MAKEMENU

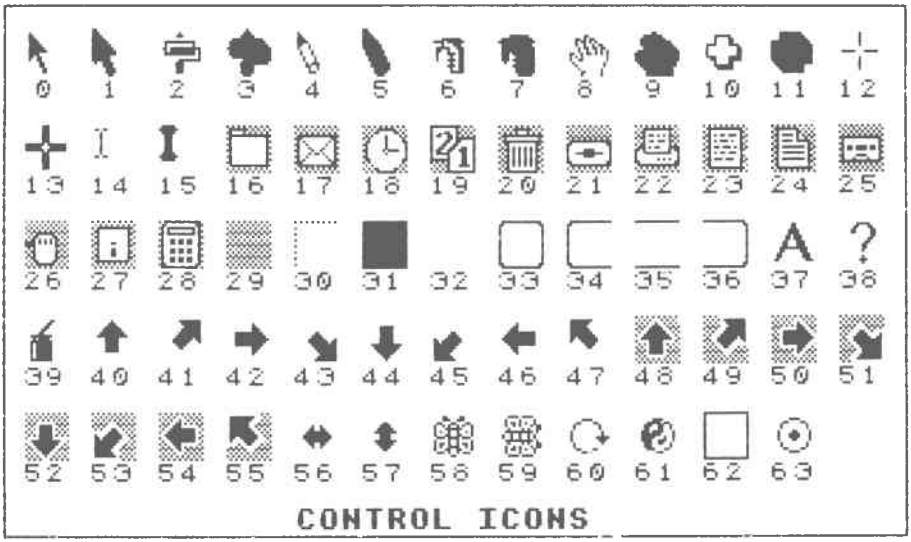


Figure 24 — The Control Icons.

4 ICON DESIGNER

The ICON DESIGNER program is an example of what can be achieved using the extra commands in CONTROL.

The program allows you to design and edit your own ICON sets which may then be saved for use in your own programs. Each icon set can contain 32 icons, two icon sets may be present in the designer at any time.

Make sure CONTROL is present before trying to run The Icon Designer.

LOAD "DESIGNER",8 <RETURN>
RUN <RETURN>

4.1 THE ICON DESIGNER SCREEN

The screen is organised into several window, the 'TOOLBOX' and Icons.

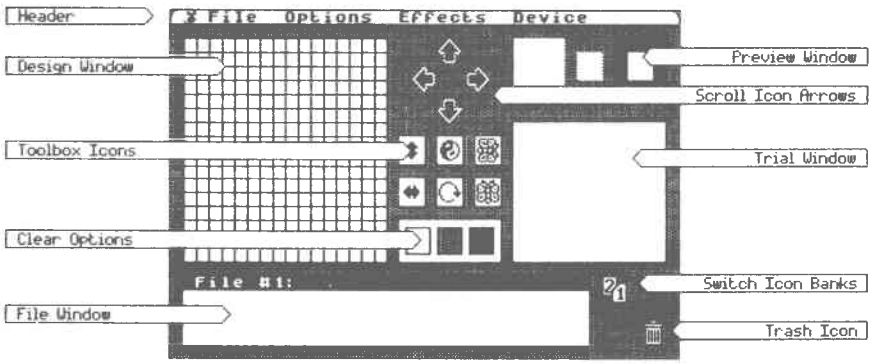


Figure 25 — The Icon Designer Screen.

The HEADER window contains the mouse symbol plus the titles of four menus. 'File Options Effects Device'. Clicking any title or the mouse symbol will cause the relevant menu to be pulled down.

The DESIGN window is the large window in the top left of the screen, and it is here that all the creating and editing is done. The window acts as a magnifying glass on your icon and allows.each pixel to be turned off or on.

Clicking one of the enlarged pixels inverts it; if EXECUTE is kept pressed then the last action is stored and moving to adjacent pixels will set them to the state of the first pixel selected. This allows easy editing rather than having to click each individual pixel. Icons can be MOVED to and from the file window.

MOVING icons. Position the pointer over an icon and press MOVE, the centre button, and keep it pressed. The pointer will change to the icon selected. Position the icon where it is to be dropped and then release MOVE.

The PREVIEW window, top right, shows three constantly updated images of the icon currently in the design window. The three backgrounds show how your icon would appear on the three most popular areas, White, a Desk pattern and Black. Clicking in this window has no effect.

The FILE window, bottom left, contains the icon file. On entry this will display any icons in bank 2 (Icon numbers 64-95). The icon to the right of the FILE window (2/1) if clicked will switch icon sets; this is shown by the words 'File # ' at the top of the FILE window and will always show the current file number, either 1 or 2. Icons may be MOVED from the FILE window to the design window or the trial window.

The TRIAL window, just below the preview window, allows icons to be placed together to judge their appearance together. Icons can be MOVED to this area from within itself or from the file window.

4.2 THE TOOLBOX

The TOOLBOX contains some powerful aids to assist in easy editing of your icons.

The four arrows will, if selected, scroll the icon one pixel in the appropriate direction. The scroll has a wraparound effect so no data is lost.

Flipping the icon up/down or left/right can be achieved by clicking the double arrow icons.

Mirror imaging of your icon left/right or up/down is selected by clicking the butterfly icons. This feature can be compared with doing a charcoal drawing and then folding the paper; the result is an exact copy mirrored on the other side.

Inverting the icon is done by clicking the Yin Yan icon. This feature can be used in conjunction with mirror imaging to mirror the white area rather than the black.

Rotate your icon by 90° by clicking the circular arrow icon.

Below the 'TOOLBOX' are three icons, white, desk and black, one will be selected already. These are the clear design window options; whichever one is selected when you select CLEAR from the Options menu the design window will be cleared to that condition.

Finally, if you pick up an icon you did not mean to, then drop it in the TRASH, bottom right. This does not destroy your icon, it is simply a safe place to drop unwanted pick ups.

4.3 MENUS

The menus all work in the same manner, click any of the titles and keep the button pressed. Move the pointer within the menu area until the required option is highlighted then release the button. Any option that has a tick alongside is current. Any option that is 'greyed' is not available.

4.3.1 MOUSE SYMBOL

The Mouse symbol menu contains two options, Version and Basic.

Version will display the current version number of ICON DESIGNER.

Basic allows the correct way to exit from the program.

4.3.2 FILE

The File menu contains all the disc/tape related options.

Load will load a named icon file into the icon set displayed.

Save will save the displayed icon set to the named file.

The above file options prompt for a filename and confirmation. When saving to disc the filename should be prefixed by "@:" if a file is to be overwritten (e.g. "@:I.ICONS1").

Tape and Disc select the storage medium. The Disc option allows the Directory option to become selectable. This displays the filenames on disc in the design window.

4.3.3 OPTIONS

The Options menu contains three functions.

Grid enables/disables the grids in the design, file and trial windows.

Clear wipes the design window to the current clear option.

Undo restores the icon in the design window to how it was before the last alteration.

4.3.4 EFFECTS

The Effects menu controls how the icons are dropped into the design window.

Over will drop the icon without wiping the old image.

Invert drops the icon without wiping the old icon, but inverts any black pixels that occupy the same space.

Wipe is the normal setting. Dropping any icon will completely wipe out the old icon.

4.3.5 DEVICE

The Device menu allows you to change between AMX or CBM Mouse, Joystick or Keyboard.

4.4 USING THE DESIGNER

If you do not have a Mouse or are using a Joystick emulating Mouse, then you must select the correct device before running the program.

DEVICE 0 AMX Mouse
DEVICE 1 Joystick or Joystick emulating Mouse
DEVICE 2 Keyboard
DEVICE 3 CBM 1351 Mouse

On the System disc there are two icon files, I.SET0 and I.SET1. These files contain the icons which are present when CONTROL is loaded. To load one of these files or one of your own, do the following:-

- Select the File label in the Header window. Use EXECUTE.
- Keep EXECUTE pressed and position the Mouse until Load is inverted.
- Release EXECUTE.
- Enter the filename (e.g. I.SET1 <RETURN>).
- If you have made a mistake, click the Cancel box otherwise click Okay.

The file will now Load into the displayed icon set. Any icons that were in the displayed icon set are overwritten by the new set.

Now we have some icons to work with. Position the Pointer over any icon in the File window. Press MOVE and keep it pressed, the Pointer should now look like the icon you want to move. Position the Icon pointer over the Design window and release MOVE, the icon will drop into the Design window.

MOVING Icons to and from any window in the Icon Designer always requires the use of the MOVE button.

Now press EXECUTE in the Design window, the pixel will change state. If the pixel was turned black and EXECUTE is still pressed then moving the pointer will turn other pixels black.

Try putting the new icon back in the File window. BE CAREFUL. Press MOVE in the Design window and keep it pressed, position the new icon over its old position and release MOVE. When you are dropping icons anywhere use the top left corner of the icon as the reference point, if that corner is in the icon position then the icon will be dropped correctly. Having the Grid option on will assist in dropping icons correctly.

Icons can be MOVED to the Trial window from the File window, but not straight from the Design window. Any icon in the Trial window will be updated if a new icon is dropped on its old position in the File window. This enables you to edit icons and judge the effects of adjoining icons easily.

After you have designed or edited an icon file, Save it. It is recommended that you prefix your filenames with “I” (e.g. “I.ICONFILE1”). This helps to identify icon files.

5 CUTOUT CONVERTER

Another example of the use of CONTROL is the CUTOUT CONVERTER. CONTROL must be installed in your machine before you use the converter.

LOAD "CONVERTER",8 <RETURN>
RUN <RETURN>

5.1 WHAT WILL THE CONVERTER DO?

The Converter lets you transfer graphic data to and from STOP PRESS. The Cutout option in STOP PRESS allows you to build your own graphic library from graphics created within STOP PRESS. The converter enhances the versatility of the Cutout option by letting you use graphics from other sources. Any Hiresolution or Multi colour Mode Screen can be changed into a Cutout. Printshop Graphics and Newsroom Photos can be converted for use in STOP PRESS.

5.2 THE CUTOUT CONVERTER SCREEN

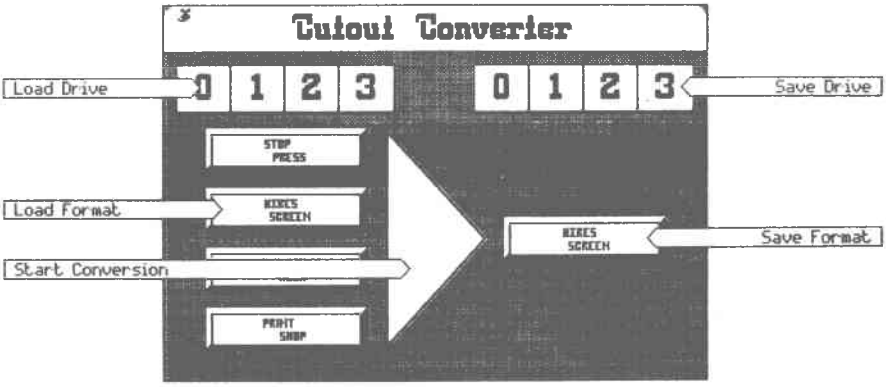


Figure 26 — The Cutout Converter Screen.

5.3 LOAD DRIVE

The Load drive option sets the Drive you wish to load your original data from. Click an option to select it as the source Drive. If the Drive is not present you will not be able to select it.

5.4 SAVE DRIVE

The Save drive option sets the Drive for the converted data to be saved to. Click an option to select it as the destination Drive. If the Drive is not present you will not be able to select it.

5.5 LOAD AND SAVE FORMAT

There are four Load formats available. Click the format you want. The Save format will automatically adjust to either STOP PRESS Cutout or HIRES SCREEN.

5.6 STOP PRESS

This option will load any STOP PRESS Cutout and convert it to a HIRES SCREEN. This enables you to design your own screens using the Graphic and Text options within STOP PRESS.

5.7 HIRES SCREEN

Probably the most important routine in the Converter. It allows you to load any Hires or Multi Colour Screen and Save it as a Cutout. This option can be used to load Title Screens, Screens from Graphic programs and Screens created by you or third parties. The HIRES option can also be used for including digitised pictures in STOP PRESS. Digitised pictures are images taken from photographs, or hand drawn artwork.

K+M Computers offers a digitising service for STOP PRESS users.

5.8 NEWSROOM

Newsroom PHOTOS can be loaded and converted to STOP PRESS format. PHOTOs may contain NEWSROOM Clip-Art and Newsroom text. If you have created a PANEL that you are fond of, then why not take a PHOTO of it, convert it and load it into STOP PRESS.

5.9 PRINTSHOP

Printshop provides Graphics for creating Greetings Cards, etc. These Graphics can be converted to STOP PRESS format and used in creating your Page.

5.10 START CONVERSION

Click anywhere in the large arrow to commence the conversion procedure. You will first be prompted to enter the appropriate filename. STOP PRESS Cutouts and Newsroom PHOTOs both have prefixes on their filenames, DO NOT enter the prefixes, the program will add them.

e.g.	To Load Cutout "C.Dragon"	ENTER "Dragon"	<RETURN>
	To Load Photo "PH.MYPHOTO"	ENTER "MYPHOTO"	<RETURN>

Enter the required filename. The screen will clear, the file will load and the data will be displayed. Press any button to continue. If you are loading or saving a Hires Screen, then you may wish to invert it. This can be achieved by pressing MOVE when the screen is displayed.

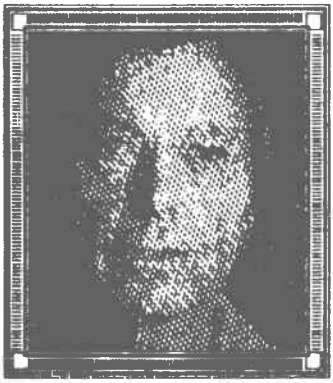
You will now be prompted to enter the filename you want your new file to have. If you enter a null string the conversion is aborted and you may load and convert another file.

James T Kirk:

"Analysis, Spock"

Spock:

"STOP PRESS is the logical choice, Captain"



Bones:

"I've examined it Jim, and can't find anything wrong"

Scotty:

"Aye. An' it costs less than Arcturian Brandy"

Chekov:

"It's vot i alvays vanted, Captain."

K+M Computers

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Lancashire
England
WN8 6RD
Tel 0695 29046
24hr Service

K+M Computers provides a number of services that the dedicated STOP PRESS user will find invaluable in creating Professional style documents.

A full digitizing service is provided, which allows your own photographic material or hand-drawn pictures to be incorporated into STOP PRESS. For example, many of the cartoon-type cutouts supplied on the STOP PRESS Clip-Art disc were hand-drawn and then digitized.

- *All material to be digitized should be supplied in 10 x 8 inch format. It should be noted that high contrast, black and white material yields much better results.*
- *A Double-sided disc full of digitized pictures is also available.*
- *In order to maintain the high-quality of printout that STOP PRESS deserves you may be tempted to replace your ribbon before its usefulness is really over. As replacement ribbons can be expensive, K+M Computers also offers a ribbon re-inking service for most makes of printer.*

For more details contact:

K+M Computers

Tel. 0695 29046

FOR FURTHER DETAILS ON THE FULL AMX RANGE CONTACT:-

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